THE OFFICIAL GUIDE FROM NINTENDO POWER

NINTENDO GAMECUBE™



Pokémon XD Gale of Darkness™

THE OFFICIAL Nintendo® PLAYER'S GUIDE

Contents

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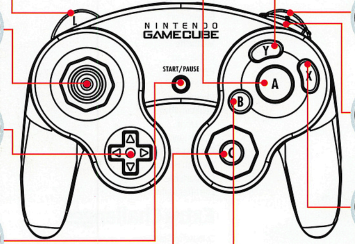
Pokémon XD Gale of Darkness™

Official Nintendo Player's Guide

Controls

Familiarize yourself with Pokémon XD's controls.

The first step on your journey is mastering the game controls. The basics are quite simple, but there are plenty of useful menu shortcuts that may not be so obvious.



L Button
The L Button sorts Shadow Monitor entries. See page 13 for more information.

A Button
On the field, use the A Button to talk to characters, examine objects and open treasure chests. On menu screens and in battles, press A to select or confirm menu options.

Y Button
The Y Button brings up the main menu.

Control Stick
Use the Control Stick to guide your character and navigate menus. Press it lightly to move more slowly.

R Button
The R Button sorts the entries in your inventory and Shadow Monitor.

Control Pad
The Control Pad can also be used to move or navigate menus. However, you can't vary your speed with the Control Pad.

Z Button
The Z Button shows Party Pokémon in the Pokémon Storage menu.

Start Button
Use the Start Button to bring up the main menu.

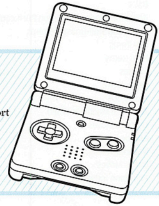
X Button
The X Button brings up the main menu and lets you move objects in your inventory.

C Stick
Use the C Stick to guide your character and navigate menus. Press it lightly to move more slowly.

B Button
In menus or battle scenes, use the B Button to cancel a selection and return to a previous menu. You can also Press B to halt the evolution of Pokémon.

GBA-compatible

If you have a Game Boy Advance and a Nintendo GameCube Game Boy Advance cable, you can import any of the 386 Pokémon from the previous Game Boy Advance Pokémon game paks. See page 17 for more details.





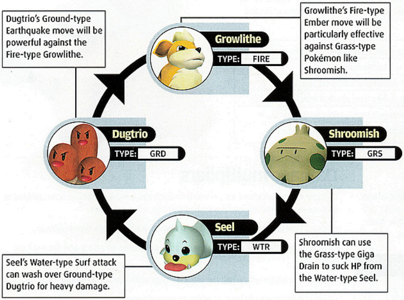
Pokémon types

Whatever the situation, you'll find a type to suit it.

The most important strategy in Pokémon battles is to pick the right type of Pokémon to defeat each opponent. Learn this system well!

Basic type-trumping

Each Pokémon has one or two types (Fire, Water, Normal, etc.) that may make it weak, strong or even immune to particular attack types. The example below illustrates the relationship between Pokémon types and attack types. Refer to the combat chart on page 4 for a detailed look at the system.





Your combat results will fall flat if you don't come out swinging with the right attack types. Consult the chart on the following page to learn which attack types to use against each Pokémon type.



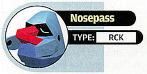
It may take a turn to swap Pokémon, but it is usually worth it to switch to a Pokémon that has a type advantage against an opponent.

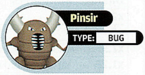
Types

BUG	BUG
DARK	DRK
DRAGON	DRG
ELECTRIC	ELC
FIGHTING	FTG
FIRE	FIRE
FLYING	FLY
GHOST	GHO
GRASS	GRS
GROUND	GRD
ICE	ICE
NORMAL	NRM
POISON	PSN
PSYCHIC	PSY
ROCK	RCK
STEEL	STL
WATER	WTR

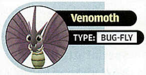
Consider your attack multipliers in battle

Two factors can earn you significant damage multipliers in battle. If your Pokémon is using a move that matches its own type, it will get a 50% damage bonus (or 25% if the user is a dual-type and the move type matches only one of its two types). If the targeted Pokémon is vulnerable to moves of that type, the move will do double damage.





Rock-type attack vs. Bug-type Pokémon	x2
Attack type matches attacking Pokémon's type	X1.5
TOTAL DAMAGE	**x3**



Rock-type attack vs. Bug-type Pokémon	x2
Rock-type attack vs. Flying-type Pokémon	x2
Attack type matches attacking Pokémon's type	X1.5
TOTAL DAMAGE	**x6**

EXAMPLE:
Nosepass attacks with Rock Slide

Against dual-type Pokémon, both multipliers apply, so Rock Slide does quadruple the usual damage to Bug-and-Flying-type Venomoth. On the other hand, if a Pokémon has one type that is weak to an attack and one type that is resistant, the effects will cancel each other out.

Use the Pokémon at your disposal

In Story mode, you will have to battle with the Pokémon that you can Snag, catch or trade for during your journey. Because of this, you may not always have the right type of Pokémon to trump your opponent. You can still use attacks of the right type against vulnerable opponents, but only a Pokémon that has the same type as its attack will deal the maximum potential damage. (Note that this bonus does not apply to Normal-type moves.)

Shadow Pokémon

Pokémon XD features Shadow Pokémon, which have a type advantage over any regular Pokémon type. In Story mode, always try to bring at least one Shadow Pokémon with you to use in particularly difficult battles. Using them will also help to open the door to their hearts. Shadow moves are effective against any regular Pokémon type. Shadow Pokémon are also resistant to their own type, making them excellent defenders.

Pokémon battles

Using Pokémon effectively isn't a matter of sheer force.

When it's time to battle, strategy is the key. In addition to effective type-matching, it is essential to understand the difference between physical and special moves, learn why each stat is important and become skilled at both inflicting and curing various status conditions.



Pokémon stats

Each Pokémon has six basic stats that determine how effectively it uses its own moves and how much damage it suffers from its opponents' moves. Though these stats will improve as the Pokémon gains levels, most Pokémon excel in some areas and are weak in others. Match your battle strategy to each Pokémon's specialty!

HP	When a Pokémon is damaged, it loses HP. When its HP runs out, it faints and can no longer be used.
Speed	The higher a Pokémon's Speed stat, the faster it strikes in a battle round.
Attack	The higher a Pokémon's Attack stat, the more damage it delivers with physical attacks.
Defense	The higher a Pokémon's Defense stat, the less damage it suffers from physical attacks.
Special Attack	The higher a Pokémon's Special Attack stat, the more damage it inflicts with special attacks.
Special Defense	The higher a Pokémon's Special Defense stat, the less damage it takes from special attacks.

The combat chart

This chart is the greatest weapon in a Pokémon Trainer's arsenal. If you use the right attacks to exploit a Pokémon's weaknesses, even your opponents' highest-level Pokémon won't last more than a few turns. Much of it is common sense; Fire melts Ice, for example, while Water douses Fire. Other type relations are more complicated, so refer to this chart often.

Physical Attack

Special Attack

Your attack type / Opponent's Pokémon type	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													–	=			–
FIRE		–	–		+	+						+	–		–		+
WATER		+	–		–				+				+		–		
ELECTRIC			+	–	–				=	+					–		
GRASS		–	+		–			–	+	–		–	+		–		–
ICE		–	–		+	–			+	+					+		–
FIGHTING	+					+		–		–	–	–	+	=		+	+
POISON					+			–	–				–	–			=
GROUND		+		+	–			+		=		–	+				+
FLYING				–	+		+					+	–				–
PSYCHIC							+	+			–					=	–
BUG		–			+		–	–		–	+			–		+	–
ROCK		+				+	–		–	+		+					–
GHOST	=										+			+		–	–
DRAGON															+		–
DARK							–				+			+		–	–
STEEL		–	–	–		+							+				–

Damage multipliers

Consider which multipliers are pertinent for each battle move. Multipliers can combine to produce massive damage—or diminished damage. A few examples:

- A Grass-type attack will do double damage when used on a Rock-type Pokémon.
- A Grass-type attack will do quadruple damage when used on a Rock-and-Ground-type Pokémon.
- A Dark-type attack will do half the usual damage when used on a Fighting-type Pokémon.
- A Ghost-type attack will have no effect on Normal-types.
- A lucky critical hit will deliver double damage even when no modifiers apply.

Damage Multipliers	
x2	Damage for + attacks
x2	Extra damage from randomly occuring critical hits
x1.5	Attack type matches the attacking Pokémon's type (single-type Pokémon)
x1.25	Attack type matches the attacking Pokémon's type (dual-type Pokémon)
x0.5	Damage for – attacks
x0	Damage for = attacks

Physical attacks

Physical attack types are listed in black. The higher the attacking Pokémon's Attack skill, the more damage its physical attacks will do. But the higher the defending Pokémon's Defense skill, the less damage it will suffer.

Special attacks

Special attack types are listed in green. The higher the attacking Pokémon's Special Attack skill, the more damage its special attacks will do. But the higher the defending Pokémon's Special Defense skill, the less damage it will suffer.

Move statistics

Each move has stats, as well. To see these in the game, press the A Button while highlighting a Pokémon in the Pokémon menu, and select Summary. Press Right twice to get to page three of its summary, then press A again to view each of the Pokémon's moves. You can see all of the moves in the game, with complete stats, listed on pages 169-175 of the book. Refer to that section when your Pokémon has the option to learn a new move—the new one may not be better than the ones it already knows.

BA (Basic Attack power)	A move's basic attack power (listed as Power in the game) determines the base amount of damage it inflicts. This number is then modified by the Pokémon's Attack or Special Attack (depending on the move type) and combat modifiers to determine how effective the move is. Generally, you should replace low-BA moves with high-BA moves whenever you have the opportunity.
AC (Accuracy)	Of course, it doesn't matter how powerful a move is if it doesn't hit the target! Each Pokémon should know at least one high-Accuracy move (the max Accuracy is 100) to ensure a hit against Pokémon that are near fainting, or to give you a better chance at hitting Pokémon who have used a move to increase their Evasiveness.
Power Points (PP)	Power Points (PP) show how many times a Pokémon can use a move before the move is tapped out. When a Pokémon refreshes at a Pokémon Healing Machine, all PP are replenished. Many of the game's best moves have only 5 or 10 PP, so you'll need to use them sparingly.

Status conditions

Many moves infict status conditions on their targets. When this is all a move does, it tends to be fairly accurate, but when the move also deals damage the odds of hitting with the status condition are much lower. Certain conditions, like Paralyze and Poison, are permanent—they can continue after the battle ends. Others will be cleared automatically after the fight.

Condition	Effect on defending Pokémon
Burn	Loses Attack strength and HP each turn
Confuse	Sometimes attacks itself instead of the target
Flinch	Can't use moves for the remainder of the turn
Freeze	Can't use moves until the condition is cleared
Love	If opposite gender of attacker, moves will fail 50% of the time
Paralyze	Can't use moves 25% of the time, and the Speed stat is lowered
Poison	Loses Attack strength and HP each turn
Sleep	Can't use moves until the condition is cleared

Condition-inflicting moves

Effect	Move	Effect AC
Burn	Will-O-Wisp	75
Confuse	Confuse Ray	100
	Supersonic	55
	Sweet Kiss	75
	Teeter Dance •	100
Love	Attract	100
Paralyze	Glare	75
	Stun Spore	75
	Thunder Wave	100
Poison	Poison Gas	55
	Poisonpowder	75
	Toxic ••	85
Sleep	Grasswhistle	55
	Hypnosis	60
	Sing	55
	Sleep Powder	75
	Spore	100
	Yawn •	100

• Move has an additional effect or special usage condition. See the Battle Moves list on pages 169-175.

•• Move afflicts target with more-serious damage each turn.

••• Move can cause a Paralyze, Freeze or Burn condition randomly.

•••• Move effect changes by location.

Damage- and condition-inflicting moves

Effect	Move	Effect AC
Burn	Blaze Kick	10
	Ember	10
	Fire Blast	10
	Fire Punch	10
	Flame Wheel	10
	Flamethrower	10
	Heat Wave	10
	Sacred Fire	50
Confuse	Confusion	10
	Dizzy Punch	20
	Dynamicpunch	100
	Psybeam	10
	Signal Beam	10
	Water Pulse	20
Flinch	Astonish	30
	Bite	30
	Extrasensory	10
	Fake Out •	100
	Headbutt	30
	Needle Arm	30
	Rock Slide	30
	Rolling Kick	30
	Sky Attack	30
	Snore •	30
	Stomp	30
	Twister	20

Effect	Move	Effect AC
Freeze	Blizzard	10
	Ice Beam	10
	Ice Punch	10
	Powder Snow	10
Paralyze	Body Slam	30
	Bounce	30
	Dragonbreath	30
	Lick	30
	Spark	30
	Thunder	30
	Thunderbolt	10
	Thunderpunch	10
	Thundershock	10
	Zap Cannon	100
Poison	Poison Fang ••	30
	Poison Sting	30
	Poison Tail	10
	Sludge	30
	Sludge Bomb	30
	Smog	40
Special	Tri Attack •••	20
	Secret Power ••••	30

Use status conditions to help Snag Shadow Pokémon

It is much easier to Snag a Shadow Pokémon or catch a wild Pokémon when it is under the influence of a status condition. Sleep, Freeze and Paralyze have the strongest effect, but Confuse, Poison and Burn will help a bit too. However, the latter conditions all have the potential to damage the Pokémon, possibly knocking it out before you can Snag or catch it! Use them very carefully.



Call your Pokémon

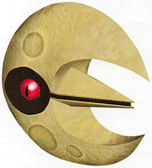
Using the Call option in the battle menu will awaken a sleeping Pokémon with 100% success. It will also return a Shadow Pokémon from Reverse mode (see page 14). If you use it on a healthy Pokémon, it will boost its Accuracy.

Stat-altering moves for attacking and defending Pokémon

If you intend on using your chosen Pokémon for more than a few turns, it may pay to boost its stats with a move so it can deal extra damage or survive longer in battle. If you're facing a particularly difficult foe, it may be easier to beat if you weaken its stats first.

Before you tinker with anyone's stats, make sure you understand the difference between physical and special attacks! Reducing the Special Attack of a Rock-type Pokémon, for example, will accomplish nothing.

The charts on this page indicate the variouskinds of stat-affecting moves and the accuracy rate for the stat effects.



Moves that raise the attacker's stats

Effect	Move
Attack +	Belly Drum •
	Howl
	Meditate
	Swords Dance
Defense +	Acid Armor
	Barrier
	Defense Curl
	Harden
	Iron Defense
	Withdraw
Special Attack +	Growth
	Tail Glow
Special Defense +	Amnesia
Speed +	Agility
Attack + / Defense +	Bulk Up
	Curse •
Attack + / Speed +	Dragon Dance
Defense + / SD +	Cosmic Power
SA + / SD +	Calm Mind
Evasion +	Double Team
	Minimize
Special	Psych Up ••

Moves that inflict damage and raise the attacker's stats

Effect	Move	Stat AC
Attack +	Metal Claw	10
	Meteor Smash	20
Defense +	Skull Bash	100
	Steel Wing	10
All +	Ancientpower	10
	Silver Wind	10

Moves that reduce the defender's stats

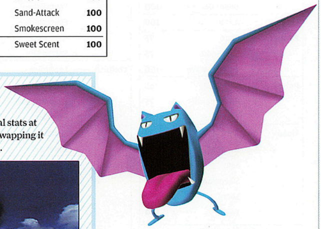
Effect	Move	Stat AC
Attack –	Charm	100
	Featherdance	100
	Growl	100
Defense –	Leer	100
	Screech	85
	Tail Whip	100
Special Defense –	Fake Tears	100
	Metal Sound	85
Speed –	Cotton Spore	85
	Scary Face	90
	String Shot	95
Attack – / Defense –	Tickle	100
Attack – / SA –	Memento •	100
Accuracy –	Flash	70
	Kinesis	80
	Sand-Attack	100
	Smokescreen	100
Evasion –	Sweet Scent	100

Moves that inflict damage and reduce the defender's stats

Effect	Move	Stat AC
Attack –	Aurora Beam	10
Defense –	Acid	10
	Crush Claw	50
	Iron Tail	30
	Rock Smash	50
Speed –	Bubble	10
	Bubblebeam	10
	Constrict	10
	Icy Wind	100
	Mud Shot	100
	Rock Tomb	100
Special Attack –	Mist Ball	50
Special Defense –	Crunch	20
	Luster Purge	50
	Psychic	10
	Shadow Ball	20
Accuracy –	Muddy Water	30
	Mud-Slap	100
	Octazooka	50

• Move has an additional effect or special usage condition. See the Battle Moves list on pages 169-175.

•• Duplicates the target's stat modifications.



Counter stat-altering moves

The effects of stat-altering moves are temporary; the inflicted Pokémon will regain its normal stats at the end of the battle. If one of your Pokémon is severely weakened by stat-reducing moves, swapping it out is usually the best solution. But if you need that Pokémon in play, you have a few options.



Rare White Herbs are the only items that restore modified stats. Your Pokémon can hold a White Herb in battle to use when needed.



Moves like Crobat's Haze can return the stats of all Pokémon to normal, while other moves, like Foresight, strip away the bonuses to a specific stat.

Miscellaneous moves

Although you can certainly play through the game using nothing but simple attack moves and stat boosters, many Pokémon learn moves that are a little less straightforward. Every move has a purpose, and strange effects that initially seem like drawbacks can often work to your advantage in the right situation or in combination with certain other moves. Expert Trainers should experiment with these moves to discover their true strengths and weaknesses!

Recurring attacks

Some moves, like Fire Spin or Rollout, do damage over a few turns while keeping a foe trapped or building up power. The catch is that you can't change the attacking Pokémon's move until the effect is over.

Health-stealing moves



Moves like Leech Seed or Giga Drain draw health from your opponent and add it to your Pokémon's HP. These moves are among Grass-types' greatest strengths.

Fly, Dig and Dive



Moves like Fly, Dig and Dive will cause the attacker to leave the field for one turn and strike on the next. If you time the move correctly, factoring in your opponent's Speed, you can use it to avoid an attack on the first turn.

Multiple-hit attacks

Attack with a move like Fury Swipes to hit an enemy two to five times in one turn. These moves usually do less damage per hit, but five hits in a row can be devastating to your foes!

Helping moves

In Double Battles, you can have one Pokémon use Helping Hand or Follow Me to boost its partner's strength or protect it for the duration of the turn.

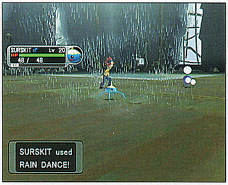
Mess with your opponent's moves

Encore forces an opposing Pokémon to repeat its last move on the next turn. Conversely, Disable prevents the last move from being used again.

Confusion and trickery

Swagger and Flatter confuse an opponent while boosting its attack stats. It can backfire, but if the target turns its attacks on itself, it's in for a world of self-hurt.

Weather moves



Many Pokémon types have a weather move that boosts the power of same-type attacks. Rain Dance boosts Water-type moves, for example. In combination with specific moves, these may have other positive effects!

Trap the opponent

Moves like Wrap or Constrict deal continuous damage to a target and prevent it from escaping. The damage may be small, but you can compound it with other status conditions, like Poison.

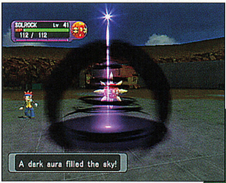
Level-based moves

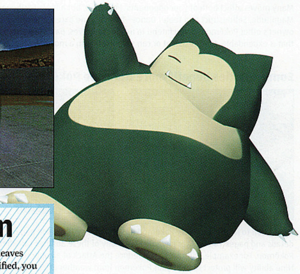
Night Shade and Seismic Toss are great for high-level Pokémon. They do damage equal to the user's level, regardless of type-based weaknesses and resistances!

The dark power of new Shadow Moves

Shadow Pokémon regain their innate moves over time, but all begin with only Shadow Moves. These moves are quite powerful: Shadow Rush is a basic, high-Accuracy attack; Shadow Wave hits both of an opponent's Pokémon; Shadow Sky hurts all non-Shadow Pokémon every turn; and Shadow Half can cut all Pokémon's HP in half! Other Shadow Moves reduce stats, keep Pokémon trapped or cause confusion. Most importantly, every regular Pokémon is weak to Shadow Moves.







Hang on to your Shadow Pokémon

It's good to have a Shadow Pokémon with you on your team in case you walk into a battle that leaves your other Pokémon at a type disadvantage. Even when a Shadow Pokémon is ready to be purified, you may want to keep it in its Shadow state if you anticipate a tough battle ahead.

Learning new moves

A Pokémon can possess only four battle moves. If it knows four moves and is about to learn a new one, you'll have to choose whether to have it forget an existing move or pass up the new one. There are three ways that a Pokémon can learn new moves:

By leveling up

When Pokémon reach certain levels, they will gain access to new moves automatically. Pokémon that are capable of Evolution will learn moves at lower levels in earlier evolutionary forms.

By Technical Machines (TMs)

A Technical Machine (TM) is an item that will allow you to teach Pokémon a specific move. Only certain Pokémon can learn each move—typically the Pokémon that share the move's type. You can use each TM only once, but you can purchase or win multiple copies of certain TMs in colosseums.

From various people in Orre

There are a few people in Orre that will teach one of your Pokémon a move. The Move Teacher in Agate Village (page 31) will teach moves for free, but only a few. In exchange for Poké Coupons, a different teacher in Mt. Battle (page 32) will reteach a Pokémon any of the moves it has forgotten or failed to learn.

Switching Pokémon in battle

At the beginning of each turn (before any moves are made), you can switch out a Pokémon for another on your team. You'll forfeit an attack opportunity, but changing your active Pokémon to exploit type resistances and vulnerabilities is a valuable combat strategy.

Offensive switching

If you see a Pokémon and know its type (or look it up on pages 106-160), you'll know exactly which attacks will score type-trumping damage multipliers. It's usually a good idea to make the switch to a Pokémon with the right type of attacks, but remember that a strong attacker is not necessarily a strong defender, and your opponent will get the first strike.

Defensive switching

If the opposing Pokémon has an attack type that trumps your Pokémon's type, switch out your Pokémon for one that has better resistance. It's hard to know which moves an opposing Pokémon has until it uses them, but you can assume—at least with higher-level Pokémon—that it will have a minimum of one powerful move that matches its own type.

Double Battle

Nearly every battle in Pokémon XD is a Double Battle, meaning each Trainer can have two Pokémon on the field at once. Many moves affect multiple Pokémon, and the ability to have Pokémon work together in combat opens up new areas of strategy.

Pair your starting team well

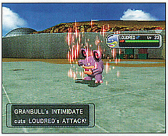


The first two Pokémon in your roster (the ones on the left side) will be your default Pokémon in battle. Choose them carefully, and make sure they don't share a weakness. Versatile Pokémon with a wide variety of attack types are ideal.

Some attacks affect more than one Pokémon

Many moves affect both of your opponents' Pokémon, but a few—Earthquake, Eruption, Magnitude, Selfdestruct and Teeter Dance—hit everyone except the user, including its owner's other Pokémon! If you intend to use these moves, pair the user with a Pokémon that is expendable, type-resistant or can save itself with a move like Protect.

Some abilities benefit more than one Pokémon





In addition to its moves, every Pokémon has an innate ability (see page 11 for more details and pages 166-167 for a whole list). Many of these abilities can affect multiple Pokémon. For example, Intimidate will reduce the Attack of all opponents. The Cloud Nine ability will protect both of your Pokémon from weather effects, and Lightningrod will draw Electric-types attacks away from your teammate.

Wide-area attacks with status effects

The Accuracy of a move that affects more than one Pokémon is checked against each foe separately, so it may hit one but miss the other. The same is true for status conditions the move may cause.

Effect	Move	Effect AC
Burn	Heat Wave	10
Flinch	Rock Slide	30
	Twister	20
Freeze	Powder Snow	10
	Blizzard	10
Accuracy –	Muddy Water	30
Defense –	Acid	10
Speed –	Bubble	10
	Icy Wind	100



Wide-area support moves

Double Battle support moves help both of your Pokémon or hit both defenders with a special effect.

Move	Effect
Aromatherapy •	Heals all conditions of all Pokémon in your party
Growl	Reduces the Attack stat of foes by one level
Haze •	Returns stats of all active Pokémon to normal
Heal Bell •	Heals all conditions of all your active Pokémon
Imprison	Prevents foes from using moves known by the user
Leer	Reduces Defense stat of foes by one level
Light Screen •	Halves damage from foes' special attacks for five turns
Mist •	Prevents all stat reduction
Reflect •	Halves damage from foes' physical attacks for five turns
String Shot	Reduces Speed stat of foes by one level
Sweet Scent	Reduces Evasiveness stat of foes by one level
Tail Whip	Reduces Defense stat of foes by one level

• These moves will always succeed.

Single-Pokémon combos

You can set up battle combos by combining a move with an ability, a held item or a follow-up move you'll use on a subsequent turn. There are several great combos you can use in battle, and many more you can discover on your own.

Overheat and White Herb

Every time a Pokémon uses the Overheat attack, its Special Attack will drop dramatically—and thus reduce Overheat's damage on successive turns. But you can prevent this stat loss by giving your Pokémon a White Herb to hold.

Endure + Salac Berry + Reversal



The Reversal move inflicts damage based on how low the user's HP is. When your Pokémon seems to be nearly KO'd, use the Endure move to make sure that it survives with 1 HP left. If it's holding a Salac Berry, which greatly increases a Pokémon's Speed when its HP is low, it will use it. This should set up your Pokémon for a first-strike attack with a max-power Reversal.

Belly Drum, then Rest and Chesto Berry

This one is a Snorlax classic. Start with Belly Drum to max out your Attack stat at the cost of half your HP. Restore the lost HP by using Rest, which will heal the user but put it to sleep. If it is holding a Chesto Berry, it will immediately wake up and be ready to dish out a superpowered attack.

Rain Dance and Thunder

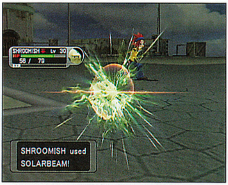


Bring on the rainy weather with Rain Dance to raise the damage of all Water-type attacks. However, the rain will also boost the Accuracy of the powerful but notoriously inaccurate Thunder move. When you use Thunder on a rainy day, it will always hit! If you're lucky, your opponents will use Rain Dance themselves, ensuring their defeat.

Double Battle combos

Many of the combos you can use in two-on-two battles aren't possible when your Pokémon are fighting solo. The simplest combos involve one Pokémon using a move that hits everyone, like confusion-causing Teeter Dance, while the other uses a move, held item or ability (such as Own Tempo) to protect itself. Other combos involve two compatible abilities like Drought (which changes the weather to sunny) and Chlorophyll (which doubles a Pokémon's Speed in sunny weather).

Sunny Day and Solarbeam



A solo Pokémon can use this combo if it has both moves, but it will take two turns to get it started. In a Double Battle, a fast teammate can use Sunny Day while a slower Pokémon casts Solarbeam with no lag. It's even better if one or both Pokémon use Fire-type attacks (which will be powered up) or have abilities that are triggered in sunlight.

Follow Me and Focus Punch



Focus Punch can do serious damage if it connects. However, it forces the attacker to move last in the turn. If the attacking Pokémon is hit before using the move, it will Flinch and lose its turn. Have another Pokémon use Follow Me to draw the attacks away from the Focus Punching Pokémon.

Teammate has Guts ability

If a teammate has the Guts ability, you can power it up by having your other Pokémon hit the gutsy Pokémon with a status condition. Even better, you could then have the afflicted Pokémon use the Facade move to further double the damage.

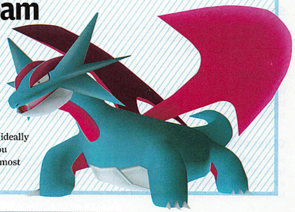
Belly Drum and Psych Up

The Belly Drum move maxes out the user's Attack score at the expense of half its HP. The Psych Up moves allows a second Pokémon to steal the benefit without the drawback!

The key to victory is a diverse team



The strongest teams are the ones with the best range of attack types; a wide range maximizes your type-trumping possibilities. Additionally, no more than two of your Pokémon should be weak to the same attack type, or you could lose badly when you run into a team full of that type. Dual-type Pokémon whose types shore up each other's weaknesses (like Quagsire's mix of Water and Ground) allow you to run two offensive move types without increasing your vulnerabilities. It's best if each Pokémon knows a move or two outside of its own type (ideally moves of a type that isn't represented elsewhere in your team). If you apply as many of these principles to your team as possible, even the most difficult colosseums will be within your grasp!



Raising Pokémon

Guide your Pokémon with a firm but gentle hand.

You will acquire scores of Pokémon on your journey. Choose the ones among them with the most potential and raise them into champions.

Catch Pokémon



To Snag a Pokémon from a Trainer or catch one in the wild, you'll need to reduce its HP as much as possible. Use weak attacks, moves that do fixed amounts of damage regardless of type, or moves like False Swipe to do this safely. Status conditions, particularly Sleep and Paralyze, will help as well. The exact odds of success depend on the level, remaining HP and status of the target Pokémon, as well as what kind of Poké Ball you are using. See page 14 for information on how to Snag Shadow Pokémon.

Wild Pokémon in Orre



As you progress through the story, wild Pokémon will appear in Orre at places known as Poké Spots. To catch them, you will need to leave behind Poké Snacks to lure them in, then race over to catch them when your Spot Monitor alerts you to their presence. All Wild Pokémon battles are one-on-one, so put your Pokémon with the best catching moves at the top of your roster.

Pokémon Evolution

When some Pokémon reach a certain level, they'll begin to evolve into a new form. Evolved Pokémon learn new moves at a slower pace, but their stats may increase dramatically. If learning moves sooner is important to you, you can choose to halt the Evolution by pressing the B Button during the evolution sequence. There are also ways for a Pokémon to evolve that are not based on experience points:



Stone evolutions

Some Pokémon will evolve if you use a special stone (like a Leaf Stone) on them. Stones are rare and they disappear after you use them, so make sure that you want to use the stone to evolve a specific Pokémon.

Trade evolutions

When the Trade Center opens in Phenac City, you can trade Pokémon with friends or import them from other Pokémon games. Some Pokémon will evolve when they're traded. Traded Pokémon will also gain experience faster than other Pokémon.

Other evolutions

Some Pokémon can evolve into more than one form, chosen at random, at a certain level. Others will evolve based on friendship (you can improve your friendship with a Pokémon most easily by keeping it in the lead position in your party). Talk to the bartender at the Krabby Club to find out about your friendship with a Pokémon.

Raising your Pokémon

Whenever you use a Pokémon in combat, you're doing so at the expense of the other Pokémon you own. Instead of raising every Pokémon you catch, pick a few of the best and use them in battle as much as possible, teach them the best moves with TMs and save your stat-boosting items for them exclusively.

Leveling up Pokémon



Using Pokémon in battle, even if it's just for a moment, will earn them EXP (experience points). When a Pokémon's EXP bar is full, it will level up, gaining a stat boost and possibly a new move. You can also leave your Pokémon at the Day Care in Agate Village (see page 31) and pay the Day Care Lady to raise it for you, but this will deprive you of the chance to decide what moves it will learn. Finally, you can use the Rare Candy item to boost a Pokémon by one level.

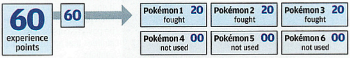
Use items to boost stats

You can feed your Pokémon Calcium, Carbos, HP Up, Iron, Protein or Zinc to increase its stats permanently. You can find these items in the course of your journey and purchase them at Realgam Tower.

Using Exp. Share

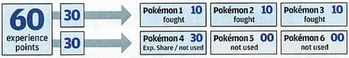
Once you acquire Exp. Share from the mayor of Phenac City, you can give it to a Pokémon to hold. That Pokémon will then receive a share of any experience you earn, even if does not participate in combat. For it to receive its share, the Pokémon that holds it must be in your roster, not stored in your PC.

Standard experience division



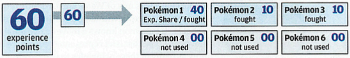
After your team defeats a Pokémon, all battle participants will get an equal share of the experience points. Pokémon that did not enter the battlefield will get nothing.

Division if the Pokémon with Exp. Share doesn't fight



When a Pokémon holds Exp. Share but doesn't enter the battle, it will siphon half of the experience total. The remainder will be divided up among battle participants.

Division if the Pokémon with Exp. Share does fight



When a Pokémon holds Exp. Share and enters the battle for any length of time, it will receive half of the points, plus an equal share of the remaining points divided up among the participants.

Natures and abilities

A Pokémon is more than the sum of its moves and stats.

While every Pokémon with the same name gains the same moves and has similar stats, each individual Pokémon has its own unique ability, nature and gender.

Innate abilities

Every Pokémon has a single innate ability, chosen from the one or two abilities possible for that type of Pokémon. These abilities represent special immunities or moves that the Pokémon will use automatically when the time is right. The abilities fall into four categories:

Prevention abilities

Some abilities make a Pokémon resistant or invulnerable to specific types of attacks. For example, Levitate will make it immune to Ground-type attacks like Earthquake.

Backlash abilities

Some abilities hit an attacking Pokémon with a backlash effect in certain situations. For example a Pokémon who has the Rough Skin ability will do a bit of damage to a Pokémon that attacks it.

Enhancing abilities

Some abilities will enhance a Pokémon's stats under certain conditions. Weather, a Pokémon's HP or even certain of an opponent's attacks could trigger an enhancing ability. For example, Blaze boosts a Pokémon's Fire-type attacks when its HP is low.

Unique abilities

Some abilities are beyond categorization, such as Wonder Guard. This ability makes Shedinja immune to all damage except from attacks that trump its own type.

Pokémon natures

Each Pokémon has one of 25 natures that represent its basic personality. Every time it levels up, its stats will increase—but its nature affects how quickly the stats develop. Refer to the table below to see which stats will increase relatively quickly (+) or slowly (-). To check your Pokémon's nature, select it in the Pokémon menu and choose Summary. The best Pokémon have natures that complement their types (a Fighting-type Pokémon should be Adamant, not Modest).

Benefits and drawbacks of nature

Nature	Effect
Adamant	Attack + / SA -
Bashful	No effect
Bold	Defense + / Attack -
Brave	Attack + / Speed -
Calm	SD + / Attack -
Careful	SD + / SA -
Docile	No effect
Gentle	SD + / Defense -
Hardy	No effect
Hasty	Speed + / Defense -
Impish	Defense + / SA -
Jolly	Speed + / SA -
Lax	Defense + / SD -

Nature	Effect
Lonely	Attack + / Defense -
Mild	SA + / Defense -
Modest	SA + / Attack -
Naive	Speed + / SD -
Naughty	Attack + / SD -
Quiet	SA + / Speed -
Quirky	No effect
Rash	SA + / SD -
Relaxed	Defense + / Speed -
Sassy	SD + / Speed -
Serious	No effect
Timid	Speed + / Attack -

Items and held items

Important tools for Trainers and Pokémon alike.

You can find, purchase or earn items throughout Orre, where they'll be sorted automatically in your inventory. You can give certain items to your Pokémon to use. See the item appendix in the back of this book for a complete list of the items in Pokémon XD.

Items

The game divides your inventory into five pages. General Items include all recovery items and non-berry items you can give your Pokémon to hold. The second page lists your Poké Balls, which you can use only in combat to catch Pokémon. The third page shows your TMs, which can be used (once each) to teach Pokémon new moves. The fourth page, Berries, lists all of the berry recovery items that you can give a Pokémon to hold. The final page, Key Items, lists items that cannot be sold or discarded.

Held items

You can give each Pokémon one item to hold. Some of the most common held items are berries, which are recovery items that trigger when needed—you don't have to waste a turn to use them. A berry can trigger only once per battle, but does not disappear when used. Pokémon can also hold items that have an effect for as long as they are held. For example, Leftovers recovers a bit of HP every turn, and it never runs out!

When you Snag a new Pokémon, check to see what it's holding. Many have items that continuously enhance one attack type! Take these items and give them to your best Pokémon of the same type.

Held-item cures for status conditions

Condition	Held-item cure
Burn	Lum Berry, Rawst Berry, White Herb
Confuse	Persim Berry
Freeze	Aspear Berry, Lum Berry, White Herb
Paralyze	Cheri Berry, Lum Berry, White Herb
Poison	Lum Berry, Pecha Berry, White Herb
Sleep	Chesto Berry, Lum Berry, White Herb

Orre at a glance

Your homeland is a paradise for Pokémon Trainers.

Pokémon XD's Story mode is set in Orre, a harsh but beautiful land where Pokémon are popular but not usually found in the wild. A lot has changed in the five years since your last visit.

The Orre map

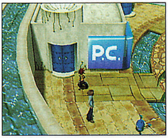
Traveling in Orre is simple. When you learn of a new area, someone will point out its location on your Field Map. You can then select the icon that represents that location, and your character will hop on his scooter and speed over there. To return to the Field Map, head to the area's exit, which is usually to the south.





Pokémon Centers

Pokémon Centers are where Trainers go to heal and manage their Pokémon. Use the PC to sort through your Pokémon, check their stats and change party members. You can also access your Item Storage and trade items back and forth. Once the Purify Chamber is up and running, you can use PCs to manage the Pokémon being purified, as well (see page 16). There is also a Trade Center in the basement of the Phenac City Pokémon Center; there you can import Pokémon from other games into Pokémon XD (see page 17).



Other locations

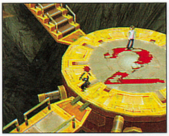
You will find PCs and Pokémon Healing Machines in areas other than the Pokémon Center and Pokémon HQ Lab. When you see one, make a mental note so that you can use it as a base to heal and change party members.

Battle Trainers all over Orre

The majority of the areas in Orre will have friendly Trainers hanging around and waiting to challenge other Trainers. Battling these Trainers will help you level up your Pokémon in preparation for more-serious battles against Cipher (see page 14).

Mt. Battle and Colosseums

Many of the areas you will visit have Colosseums where Trainers assemble to battle each other. If you enter a Colosseum, you will do battle with four rounds of Trainers. After each challenge, the health and status of your Pokémon will be restored completely. The first time you win at a Colosseum, you'll win money and an additional prize; each subsequent visit to the Colosseum will yield only cash. Mt. Battle is like a Colosseum, but features 10 series of 10 fights in a row. Prizes are awarded after every series of fights.



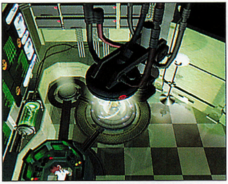


Pokémarts and other shops

Pokémarts are the place to go to purchase items you will need during your adventure, such as Potions and Poké Balls. Pokémarts have different stock in different towns, and the stock may change over time. You'll also find other specialty shops that sell items Pokémarts don't carry.

Realgam Tower

Realgam Tower is the site of one of Orre's three Colosseums, but that's not all it has to offer. It also hosts Battle Simulations and Battle Bingo, which earn you prizes and Poké Coupons, an alternate form of currency. Additionally, Realgam Tower sells stat-enhancing items and rare TMs for your Pokémon.



In the course of your journey you can find many Battle CDs. Take them to the Battle Simulator in Realgam Tower, where you can fight in the special battle that each disc contains. Collect and beat each disc to win valuable prizes.

Menus and the P★DA

Manage your resources with the game's simple menu system.

The first item you will receive on your quest is the P★DA (Pokémon Digital Assistant). This handy, upgradable device will help you manage your mail and keep tabs on the Pokémon you encounter.

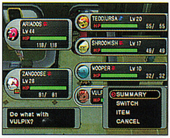
Using the in-game menus

Bring up the main menu at any time outside of battle with the Start, X or Y Button to manage your items and Pokémon, access your P★DA and save your game.

Manage items

All items are sorted automatically into one of five pages. You can turn the page by pressing Right or Left, and sort items automatically with the R Button or manually with the X Button. Select an item to use it, give it to a Pokémon or toss it.

Arrange your party and check on your Pokémon



From the Pokémon menu you can see all of the Pokémon in your roster. Their names, levels, HP and status conditions will be displayed, along with their battle order (the two on the left always go first). Select a Pokémon to view a summary of its abilities, switch its position with another Pokémon or change the item it is holding.

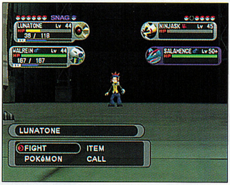
Save the game

You can save your progress anywhere, anytime (except in midbattle) and as often as you want.

Battle screen

When you initiate a battle with a Trainer or a wild Pokémon, you will enter the battle screen. At the top, you can see the name, gender, level and HP for each Pokémon on the field. Shadow Pokémon have a purple border instead of a silver one. The balls above the top Pokémon represent how many Pokémon each Trainer has left in his or her roster.

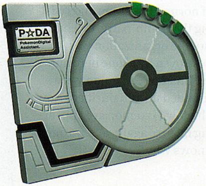
The available options are Fight, Pokémon, Item and Call. When you choose Fight, the list of moves your Pokémon knows will appear. Select one and then a target. To use an item, select Item and scroll through your inventory. Select Pokémon to switch your in-play Pokémon with one on your bench, or simply to see the status or summary of other Pokémon. Select Call to wake up a sleeping Pokémon or pull one back from Reverse mode.



When a battle begins, take a look at how many Pokémon you'll be facing by counting the balls above your opponent's top Pokémon. As you capture your opponent's Shadow Pokémon, the balls will move to the upper left-hand corner, by the word "Snag."

Pokémon Digital Assistant

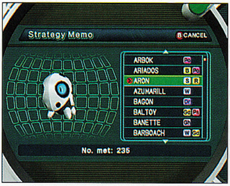
Early in the game, Professor Krane will give you the handy Pokémon Digital Assistant, which can store massive amounts of data about Pokémon that you have encountered, and can be upgraded with new features like the Spot Monitor later in the game. You can also use it to receive and read e-mails from friends in other areas of Orre while you are traveling. In addition to the submenus, the P★DA screen displays your curent number of Poké Dollars and Poké Coupons.



Shadow Monitor

The Shadow Monitor is a list of Shadow Pokémon that you have seen or Snagged on your quest. Each entry lists the status of each Shadow Pokémon's Heart Gauge and its current location (party, PC or Purify Chamber). Eventually you will find the full list and be able to use the Shadow Monitor to figure out which Pokémon you are missing.

Strategy Memo

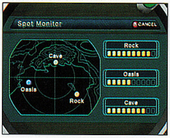


The Strategy Memo feature is a Pokédex of sorts that allows you to examine any normal Pokémon that you have seen in combat. The memo displays the Pokémon's types, abilities and a height comparison. The final page (Matchup) lists the Pokémon types that the selected Pokémon is strong and weak against.

Mailbox

When a character e-mails you, an alert will appear in the top-left corner of the screen and the message will appear. Some important messages will remain in your inbox so you can refer to them later, if necessary.

Spot Monitor



When you obtain the Spot Monitor, you can check how many Poké Snacks you have set as bait at each of the Poké Spots. An alert will warn you when a Pokémon has appeared at a Poké Spot, and you can check the Spot Monitor map to see exactly where the Pokémon has appeared (the location will be flashing), and how many Poké Snacks remain there.

Snag and purify them

Rescue the Shadow Pokémon from Cipher's terrible grasp.

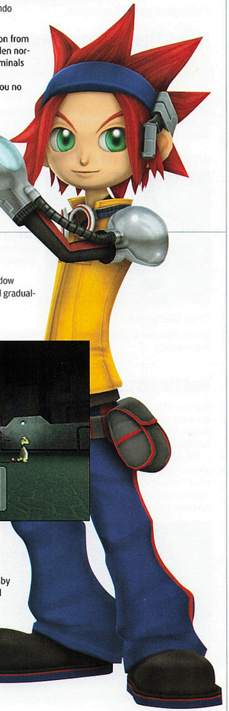
Five years ago, an evil organization known as Cipher pioneered a way to create Shadow Pokémon by closing the hearts of normal Pokémon and twisting them into battle machines. But the organization was destroyed by a lone hero and the Shadow Pokémon were rounded up and purified. Now Shadow Pokémon are appearing in Orre again, and no one knows why. . . .

Your rescue mission

Your mission is not merely to stop the production of these monstrous Shadow Pokémon, but to save the ones that have already been made. After you use Professor Krane's incredible Snag Machine to steal back the Shadow Pokémon from the criminals who abuse them, you'll have to embark on a complicated journey to undo Cipher's taint and open the Pokémon's hearts again.



Snagging Pokémon from Trainers is forbidden normally, but the criminals who use Shadow Pokémon leave you no choice.



Shadow Pokémon

When a Pokémon's heart is closed, it becomes a vicious battle machine. All of its original moves are forgotten and replaced with Shadow Moves, powerful attacks that are strong against any regular Pokémon. As you purify the Shadow Pokémon, their original natures will gradually return. When their hearts are ready to open, you can purify them completely.

Shadow Pokémon restrictions

Although you can command Shadow Pokémon in battle like any other Pokémon, they have many unusual characteristics:

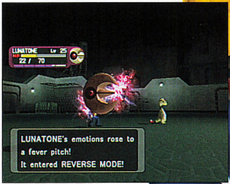
- **They will not level up. Shadow Pokémon still gain experience, but it is not applied until the Shadow Pokémon is purified.**
- **They will not evolve. Evolution cannot occur until the Shadow Pokémon is purifed.**
- **They possess only two Shadow Moves when you acquire them. As their hearts begin to open they will remember some of their standard moves. The two Shadow Moves will be replaced with regular moves when purified.**
- **They cannot learn TMs or any other learned moves.**
- **They cannot be given nicknames.**
- **They cannot be traded to other Pokémon games.**

Shadow Moves



There's a wide variety of Shadow Moves. All are powerful, and all are supereffective against any regular Pokémon. They are not very effective against other Shadow Pokémon, however.

Reverse mode



As a Pokémon's heart opens, it will enter Reverse mode more and more often. A Pokémon in Reverse mode will hurt itself at the end of each turn, and you can cure it only by spending a turn to Call the afflicted Pokémon. The Pokémon, touched by your concern, will open its heart a bit more.

Using the Snag Machine

Professor Krane and his crack team of researchers have developed a prototype device known as a Snag Machine to catch Shadow Pokémon. You'll need to acquire the Snag Machine to Snag Shadow Pokémon from other Trainers. Without it, there is no way you can acquire Shadow Pokémon.

Step 1: Identify the Shadow Pokémon



The Snag Machine visor will identify a Shadow Pokémon automatically when a Trainer sends one out in battle. The Shadow Pokémon will appear to have a purple cloud around it, and throughout the encounter the border of its data box will be purple.

Step 2: Weaken the target Shadow Pokémon

Like catching any other Pokémon, it is best to weaken a Shadow Pokémon by lowering its HP bar into the red near-fainting state before attempting to throw a ball and Snag it. Use weak moves, moves that can't score critical hits (like Seismic Toss), or False Swipe (which cannot KO a foe).

Step 3: Inflict a status condition

This step is not always necessary, but it will help ensure success when trying to Snag a Shadow Pokémon. You will improve your odds if the Pokémon has a status condition on top of having low HP. Sleep and Paralyze are the best choices, as other conditions have the potential to damage the target, possibly causing a KO.

Step 4: Choose an appropriate ball

You can launch many types of Poké Balls with your Snag Machine. If a Pokémon has only a sliver of HP and a status condition, you probably don't need to use the best kind, but higher-level Pokémon will require the best ball you can afford. Some balls have special properties that may make them more effective againt certain Pokémon types, or under certain other conditions.

The Heart Gauge

Each Shadow Pokémon has a Heart Gauge that can be viewed in your Shadow Monitor, in the Pokémon's Summary screen or in battle (instead of an EXP bar). It consists of five purple bars that you must clear before the Shadow Pokémon can be purifed. Whenever a bar is cleared, a little bit more of the Pokémon's true nature is revealed.

The starting point

All Shadow Pokémon will be at this stage when you acquire them. Their nature is hidden and they know only two Shadow Moves.

Stage 1

When the meter drops just under the first threshold, the Shadow Pokémon will remember one of its old moves, giving it a non-Shadow option for combat.

Stage 2

After you clear its second bar, a Pokémon's true nature (Hasty, Lonely, Serious, etc.) will become clear. You can then consult the chart on page 16 to see how best to continue its purification.

Stage 3

At this stage the Pokémon will remember a second regular old move, giving it access to a full four moves in battle.

Stage 4

As the Shadow Pokémon nears its final stage of purification, it will begin entering Reverse mode more frequently. Call it back to speed your way to the final stage.

Stage 5

At long last, the Shadow Pokémon's heart is ready to be opened. A message will appear on your screen informing you that it is ready for purification.

Natural methods for purification

Professor Krane will eventually perfect his Purify Chamber, but in the meantime you'll need to use natural methods to purify your Pokémon. Note that different methods of purification will be more effective for Pokémon of different natures. See the chart on the next page for details.

Method 1: Use it in battle



Every time you send a Shadow Pokémon into battle, its Heart Gauge will be partially restored. Participating in battle can also cause it to enter Reverse mode, which will give you another opportunity to hasten the purification process.

Method 2: Call it from Reverse mode

When a Shadow Pokémon goes into Reverse mode, it damages itself each turn and can no longer receive any benefit from items. You can heal this state, and a bit of its Heart Gauge, if you Call it back out.

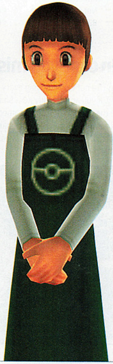
Method 3: Include it in your party

If you keep a Shadow Pokémon in your party as you travel through Orre, its Heart Gauge will be restored by a miniscule amount with each step you take. This is particularly effective with Bold or Naughty Pokémon.

Method 4: Cologne Massage



A Shadow Pokémon's Heart Gauge will be partially restored when you use a scent from your Cologne Case on it. You can purchase scents at the Pokémart in Agate Village. Cologne Massages are particularly effective for Bashful, Lonely and Mild Pokémon.



Pokémon nature matters

After clearing two bars from it Heart Gauge, you'll be able to discern a Shadow Pokémon's nature by checking page one of its Summary screen. Refer to the chart below for some insight into which method of purification will be best for each nature.

Nature's effect on natural purification methods

Nature	Method 1	Method 2	Method 3	Method 4
Adamant	=	=	=	–
Bashful	–	=	=	++
Bold	=	=	=	=
Brave	++	=	=	–
Calm	–	=	=	=
Careful	=	=	=	=
Docile	=	+	–	+
Gentle	––	=	++	=
Hardy	=	=	=	=
Hasty	++	=	––	=
Impish	+	=	+	–
Jolly	+	=	=	+
Lax	=	=	=	=
Lonely	––	=	=	++
Mild	–	=	=	+
Modest	––	=	+	=
Naive	=	=	+	–
Naughty	+	=	=	–
Quiet	=	=	=	=
Quirky	++	=	–	=
Rash	=	=	=	+
Relaxed	=	=	=	=
Sassy	++	–	=	––
Serious	=	=	=	=
Timid	––	=	=	+

++ Extremely effective
+ Very effective
= Effective
– Not very effective
–– Barely effective

Nature also affects the likelihood that a Pokémon will enter Reverse mode. Natures listed in red are more likely to enter Reverse mode; those in blue will enter it far less often.

In case you missed one

You 're not likely to Snag every Shadow Pokémon you encounter on the first try. If you accidentally KO a Shadow Pokémon, it will run off and later appear in the roster of a Trainer named Wanderer Miror B. Whenever you challenge him, you may get a second chance at Snagging it. Note that you can fight certain Trainers multiple times, and each time the Trainer will have the same Shadow Pokémon.



The Relic Stone in Agate Village

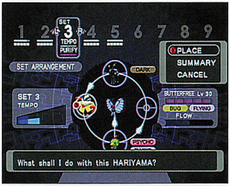
The Relic Stone in Agate Village is the final destination for a Shadow Pokémon that has had its Heart Gauge cleared through natural means. If a Shadow Pokémon in your party is ready to open its heart, the stone will glow green. Approach it and press the A Button to complete the purification process. The Pokémon will return to its regular state, relearn its moves and gather whatever experience points it may have acquired by participating in battle (possibly triggering new moves or Evolution). You will also receive a ribbon for the Pokémon and get the chance to give it a nickname. It will then be a regular Pokémon, with only a ribbon to remind you of its terrible ordeal.



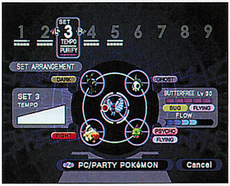
The Purify Chamber

As the game progresses, Lily and Professor Krane will complete their Purify Chamber. This clever contraption allows you to use idle Pokémon to help open the hearts of your Shadow Pokémon. There are nine "sets" in the Purify Chamber, so it can purify up to nine Shadow Pokémon at once if you have enough regular Pokémon to guide them. Once the chamber is up and running, you can access it through any PC, but you'll need to return to the Pokémon HQ Lab for purification ceremonies.

Tempo and Flow



The large bar on the left side of the Edit Sets screen measures Tempo. The more Pokémon you have guiding a Shadow Pokémon, the better the Tempo. (Each set can accommodate up to four normal Pokémon.) Tempo improves even further if each Pokémon has a type that trumps a type of the next one in clockwise order. When all four trump the next one in line, you have a "best circle," with maximum Tempo.



Flow is the total speed at which your Shadow Pokémon are purified. The primary component of Flow is Tempo, covered above. You can further boost your Flow by having the Shadow Pokémon in the center face a Pokémon whose type it trumps. Finally, Flow is boosted by the number of "best circles" in the Purify Chamber as a whole. With nine best circles, you could purify anything at all. . . .

Save your good sets

Once you make a good set of Pokémon, like a best circle, keep the circle intact in the Purify Chamber and simply replace the Shadow Pokémon in the center. Because you acquire many more Pokémon than you could use in your quest, they probably won't be missed.

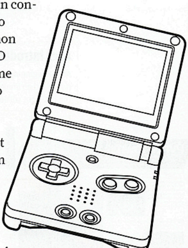
Purification ceremonies

A Poké Ball symbol will appear on your screen, along with a message, whenever a Shadow Pokémon in the Purify Chamber is ready to be purifed fully. To complete the process, you need to return to the Pokémon HQ Lab for a purification ceremony. Alternatively, you could take the Shadow Pokémon out through a PC, add it to your party and take it to the Agate Village Relic Stone.

Connectivity and Vs. mode

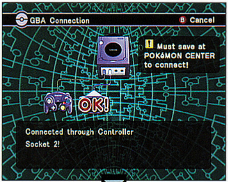
Hook up a Game Boy Advance for even more options.

If you have Game Boy Advance (GBA) with a Pokémon game pak and a Nintendo GameCube Game Boy Advance cable, you can connect them to your Nintendo GameCube to trade Pokémon between your Pokémon XD save file and your GBA game pak's save file. You can also battle against friends who have their own GBA Pokémon game paks. Don't have any of this stuff? Then play a Quick Battle with randomly generated Pokémon.

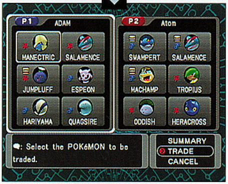


Using the Trade Center

After you complete Story mode, the Trade Center in the basement of the Phenac City Pokémon Center will open for business. Visit it at any time to trade one non-Shadow Pokémon from your Pokémon XD game for a Pokémon from a Game Boy Advance Pokémon game pak. A Nintendo GameCube Game Boy Advance cable is required for this feature.



After you save your game at the Trade Center, the player of the Game Boy Advance Pokémon title must also save his or her game at a Pokémon Center to participate.



Select a Pokémon from your current party in Pokémon XD. (Shadow Pokémon can't be traded.) After the Game Boy Advance player does the same thing, both players will be asked to confirm the trade.

Vs. mode: Quick Battle

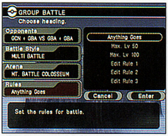
Any time you want to play a quick round against a friend or the CPU, select the Quick Battle option from the VS Mode menu. Quick Battle generates two evenly matched teams of two Pokémon from the level you select (ranging from Easy to Ultimate) and pits them against each other. If two controllers are plugged in for a 2-Player Battle match, each player will use his or her own controller. If you have only one controller, the two players can share it.

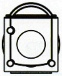


In a 2-Player Battle match, players select moves by pressing a direction with the C Stick and selecting a target with the Control Stick. This way, your opponent will not know what move you chose or which Pokémon you targeted.

Vs. mode: Group Battle

Group Battle lets two or four players battle each other with their own Pokémon. You can set the battle style to Single or Double (it's always double with four players), choose your arena and even set up rules to restrict Pokémon levels (by setting a per-Pokémon max or a total max), institute time limits and change the number of Pokémon in players' rosters. More-specific rules allow you to restrict item usage and forbid players from using particularly annoying skills or combos. There are five pages of rules you can choose from; if there's a move, combo or Pokémon that bugs you, there's probably a way to ban it!







Player 1 may use the GCN controller

Player 1 controls the menu screen and sets up the battle for the rest of the players. Player 1 can use either a Game Boy Advance and the Pokémon in a Pokémon game pak, or the Nintendo GameCube controller and the Pokémon in the Pokémon XD saved game file.



Players 2, 3 and 4 play with a Game Boy Advance



Each additional player must have a Game Boy Advance, a Nintendo GameCube Game Boy Advance cable and a GBA Pokémon game pak. Only Player 1 can use the Pokémon from the Pokémon XD save file.

Using the guide

Your key to understanding the walk-through section.

The walk-through that follows will guide you through every stop on your quest to defeat Cipher, and point out each Shadow Pokémon and hidden item along the way.

Reading the walk-through pages

Orre is a busy place, and there's a lot going on! The walk-through section may look daunting, but it's quite simple when you know how to use it.

Area introduction

At the beginning of each section, you will see the area name and an image of it. On subsequent pages, check the top-right corner to identify what area you are in.

Strategy points

The numbered points will tell you what you need to do in each area, in chronological order. When you can receive an item during the event, it will be shown next to the tip or on the map. Points that have the "Later" tag cover events that will not occur the first time you visit the area.



Special map callouts

Some items and Shadow Pokémon will appear later in the game or require that you complete certain tasks first. Boxes like this one supply the details.

Area maps

A map for each area indicates exactly where to find each item, event and Shadow Pokémon. If an area has multiple floors or sections, lettered labels show how the maps connect.

Shop lists

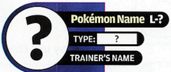
If there is a shop in the area, you can see its stock list and prices here. The shop lists also indicate items that will not be available until later in the game.

Boss Encounter

Major battles in the game are presented in red or blue sidebars. Red ones indicate battles that occur at fixed points in the game, whereas blue ones indicate battles that may occur at various times or places. Each boss's roster of Pokémon is displayed, along with any Shadow Pokémon and items you can acquire. Finally, we present strategies for defeating the boss, along with recommended Pokémon types to take into the fray.

Shadow Pokémon

Each Shadow Pokémon is called out with a line pointing to the location where you can find its Trainer. The Shadow Pokémon is displayed in a blue box that lists its name, level and type, and the name of its Trainer. Trainers with no Shadow Pokémon are not marked on the maps.





MAP KEY

- **TO FIELD MAP** This tag marks the spots where you can exit to the Field Map.
- **E** Letters indicate map connections.
- **CENTER** This tag marks Pokémon Center locations.
- **MART** Pokémarts are located where you see the MART tag.
- **10** Blue numbers correspond to numbered points in the walk-through.
- **POTION** Yellow labels mark item locations. You may find an item in a treasure chest or by searching an object, or you may receive it from a character.

Story Mode

The epic battle against Cipher continues!



Gameplay checklist

A chronological list of key walk-through points.

Stuck? Confused? A lot of things are happening in Orre, so you may get lost from time to time. When you do, return here and check off the boxes to figure out what's next.



Pokémon HQ Lab
page 22

- ☐ Talk to Lily and Professor Krane and get the P★DA from your room.
- ☐ Explore the Pokémon HQ Lab and talk to Jovi's friend to learn that Jovi has gone to Kaminko's house.

Kaminko's House
page 25

- ☐ Defeat Chobin and join up with Jovi in Dr. Kaminko's house.

Pokémon HQ Lab
page 23

- ☐ Return to the Pokémon HQ Lab with Jovi and get the Snag Machine from Professor Krane.
- ☐ Battle Spy Naps outside and Snag your first Shadow Pokémon.
- ☐ Talk to Lily to get directions to Gateon Port. Get Krane's Memo 1 and Krane's Memo 2 from Aidan.

Gateon Port
page 27

- ☐ Talk to the Sailor in the shop and get a free evolution stone for your Eevee.
- ☐ Meet Verich. Talk to Perr and then get the Machine Part at the Machine Parts shop.

Pokémon HQ Lab
page 24

- ☐ Give the Machine Part to Lily and get Krane's Memos 3, 4 and 5.
- ☐ Learn about the Mystic Relic and get directions to Agate Village.

Agate Village
page 30

- ☐ Go to Eagun's house and talk to Beluh and Eagun.
- ☐ Head to the cave that leads to the Relic Stone. Get the Cologne Case from a Trainer.
- ☐ Battle Eagun and purify a Shadow Pokémon at the Mystic Relic.
- ☐ Learn about Vander and get directions to Mt. Battle.

Mt. Battle
page 32

- ☐ Defeat a few Trainers and speak to Vander. Get directions to the Cipher Lab.

Cipher Lab
page 34

- ☐ Meet the Hexagon Brothers. Defeat at least one of them to gain access to the Cipher Lab.
- ☐ Rescue Professor Krane, battle Cipher Admin Lovrina and escape with the Data ROM.

Pokémon HQ Lab
page 24

- ☐ The Purify Chamber is now ready. Learn how to use it from the development team.
- ☐ Find Datan outside. Learn about Nett from him, and get directions to Pyrite Town.

Pyrite Town
page 37

- ☐ Go to the ONBS building. On the second floor, help Kandee find her missing mom.
- ☐ Deliver the Data ROM to Nett. He will tell you to go see Duking at the Rock Poké Spot, and add its location to your Field Map.

Poké Spot—Rock
page 41

- ☐ Learn how to catch Pokémon at Poké Spots. Get 10 Poké Snacks and the Spot Monitor from Duking.

Poké Spot—Oasis
page 41

- ☐ Meet Duking again at the Oasis Poké Spot. Learn the location of the Cave Poké Spot.

Poké Spot—Cave
page 42

- ☐ Battle Wanderer Miror B. and then grab the Miror Radar dropped by Folly and Trudly.

Pyrite Town
page 39

- ☐ Save the ONBS building from Cipher and get directions to Phenac City from Nett.

Phenac City
page 43

- ☐ Talk to the girl at the entrance and get the Disc Case and Battle CDs 1, 7 and 20. She will add Realgam Tower to your Field Map.

Realgam Tower
page 47

- ☐ Encounter Folly and Trudly again at the entrance to Realgam Tower.

Phenac City
page 43

- ☐ Get the Music Disc and give it to the housekeeper in the mayor's house.
- ☐ Head upstairs and grab the Mayor's Note. Battle with Cipher Peon Exinn.
- ☐ Witness the Hexagon Brothers disguising themselves as Justy. Fight them for Battle CDs.
- ☐ Battle the Cipher members in the city and in the Pre Gym. Head to the Colosseum and defeat Cipher Admin Snattle to get the Elevator Key.
- ☐ Free the people trapped in the Pre Gym. Talk to Justy and learn about a location in the desert.
- ☐ Attempt to reach the mystery location. After your scooter breaks down, you'll receive an e-mail from Nett.

Pyrite Town
page 40

- ☐ Go to the OBNS building and talk to Nett. Learn about the missing Pokémon. Nett will then send you to Gateon Port to see Perr.

Gateon Port
page 29

- ☐ Perr will tell you that his grandfather is at Kaminko's house. Go see him about the scooter.

Kaminko's House
page 26

- ☐ Battle Chobin again and then battle Robo Groudon.
- ☐ Talk to Makan in the basement of the mansion. He will take you to Gateon Port to upgrade your scooter. Drive your new scooter to the desert location that Justy mentioned.

S.S. Libra
page 49

- ☐ Talk to the worker camped out in the ship and locate Bonsly, the missing Pokémon.
- ☐ As you leave, you'll encounter Team Snagem. They will steal your Snag Machine.

Cipher Key Lair
page 51

- [ ] Battle Zook at the entrance. As you leave, you'll receive an e-mail from Secc.

Pyrite Town
page 40

- [ ] Talk to Secc in the ONBS building. He will send you to see Hordel and add the Outskirt Stand to your Field Map.

Outskirt Stand
page 54

- [ ] Battle Wanderer Miror B. at the entrance to the Outskirt Stand locomotive.
- [ ] Talk to Hordel and learn the location of the Snagem Hideout.

Snagem Hideout
page 55

- [ ] Battle Team Snagem and locate their leader. Defeat Snagem Head Gonzap to reclaim your Snag Machine and get Gonzap's Key.
- [ ] Leave the Snagem Hideout. Use Gonzap's Key at the chest on your way out.

Cipher Key Lair
page 51

- [ ] Defeat Thug Zook. Approach the guards-Team Snagem will help you enter the Cipher Key Lair.
- [ ] Defeat the Cipher researchers and acquire the System Lever.
- [ ] At the roof of the lair, defeat the Cipher members and use the System Lever to raise the voltage and overload the factory's electrical system.
- [ ] Inside the rooftop office, battle Cipher Admin Gorigan and earn the Shadow Pokémon List.

Gateon Port
page 29

- [ ] Go to Gateon Port and find that Makan has completed the Robo Kyogre.
- [ ] Professor Krane will ask you to return to the Pokémon HQ Lab before you leave for Citadark Isle.

Pokémon HQ Lab
page 24

- [ ] Talk to Professor Krane; he will show you the hidden office in the Pokémon HQ Lab. Grab the Master Ball.

Gateon Port
page 29

- [ ] Hop into the Robo Kyogre and use it to cross the sea to Citadark Isle.

Citadark Isle*
page 57

- [ ] Battle through an army of Cipher Peons as you make your way to the top of the Citadark Isle installation.
- [ ] Battle Cipher Admin Ardos to gain entry to the main control room.
- [ ] Talk to Greevil. He will put up a barrier to block your progress.
- [ ] Head back outside and battle Cipher Admin Gorigan to gain entry to the elevator. Use the elevator to access an alternate entrance to the main control room.
- [ ] Defeat Cipher Admin Eldes. Take the control-room elevator to the very top of Citadark Isle.
- [ ] Face Greevil's XD001 and Snag it.
- [ ] Defeat Grand Master Greevil.

After Defeating Cipher

Just because you've seen the ending, don't think your quest is over! You can still catch wild Pokémon, challenge the Colosseums and Mt. Battle Trainers, and battle Wanderer Miror B. There are also several events that will occur only after you beat the game.

Pokémon HQ Lab
page 63

- [ ] Defeat Eagun. He will add Orre Colosseum to your Field Map.

Gateon Port
page 64

- [ ] When Miror B. appears at Gateon, defeat him and Snag the last Shadow Pokémon.

Pokémon HQ Lab
page 63

- [ ] Purify all the remaining Shadow Pokémon.

Orre Colosseum
page 64

- [ ] Defeat the first round of Trainers at Orre Colosseum to hear from Beluh.

Agate Village
page 64

- [ ] Talk to Beluh and examine the five Pokémon in Agate Village.

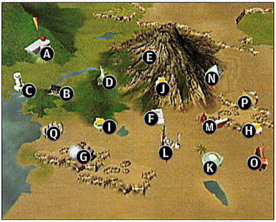
Kaminko's House
page 64

- [ ] Get items from Dr. Kaminko and use them to save the Pokémon in Agate Village, Pyrite Town and Gateon Port.

Agate Village
page 64

- [ ] After saving everyone else, help Wobbuffet and get the Lucky Egg.

Orre World Map





A Pokémon HQ Lab	D Agate Village	G Pyrite Town	J Cave Poké Spot	M *S.S. Libra*	P Snagem Hideout
B Kaminko's House	E Mt. Battle	H Rock Poké Spot	K Phenac City	N Cipher Key Lair	Q Orre Colosseum
C Gateon Port*	F Cipher Lab	I Oasis Poké Spot	L Realgam Tower	O Outskirt Stand	

*Citadark Isle is accessible through Gateon Port.

Pokémon HQ Lab

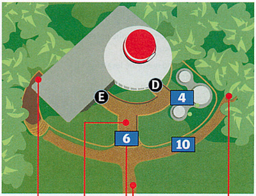
A research lab devoted to the study of Pokémon.



Under Professor Krane's expert guidance, the Pokémon HQ Lab is at the forefront of Pokémon research in Orre. Teams here are developing advanced virtual reality (VR) simulations for Trainers, as well as new methods of capturing and purifying Shadow Pokémon. Any Pokémon Trainer would be lucky to call this home.



Pokémon HQ Lab: Outside



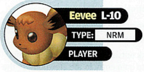
ANTIDOTE (x2)

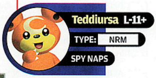
TO FIELD MAP

After the Story mode's climactic battle, Myth Trainer Eagun will appear here. Defeating him will unlock Orre Colosseum.

1 THROWN STRAIGHT INTO BATTLE

The game begins with your hero at the reigns of a Level-50 Salamence. Your opponent has an equally mighty Metagross, but its half-Steel type makes it vulnerable to the Earthquake technique. A few tremors will end this battle, which is, alas, merely a simulation. Your real-life roster is a bit more modest: a single Level-10 Eevee.

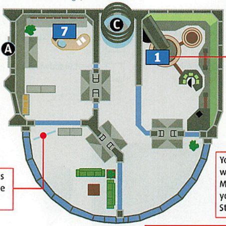




Pokémon Lab Living Quarters: 2F



Pokémon Lab Living Quarters: 2F



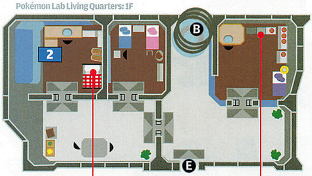
You can use this simulator to practice battle tactics. Select a training program, then figure out how to clear it with the resources available to you.

The lounge TV is set to the news, and you can learn a lot about Orre from its ever-changing broadcasts.

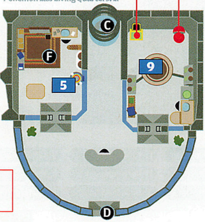
New players who are hazy on the fundamentals of raising Pokémon can review the basics on the laboratory's whiteboard.

You can refresh wounded Pokémon with the yellow Pokémon Healing Machine. The red PC lets you juggle your inventory and access Pokémon Storage.

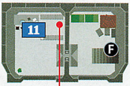
Pokémon Lab Living Quarters: 1F



Pokémon Lab Living Quarters: 1F



Pokémon HQ Lab: Basement



MASTER BALL

After Professor Krane shows you the secret basement, you'll be able to pick up this item.

As long as Jovi hasn't stolen it, you can rest in your bed to restore your Pokémon's health.

BATTLE CD 33 You can return to claim this Battle CD any time after the events in Phenac City are resolved.

2 A GIFT FROM THE PROFESSOR

P★DA · POTION (x3)

You'll meet Professor Krane and your mom, Lily, In the office across the hall from the simulator. Mom will ask you to track down your litttle sister, Jovi, while Krane will tell you of the PD★A he left in your room.

To reach your room, continue left through a pair of offices, then take the tube elevator to the ground floor. Your room is the last one on the left, and there you'll find both a red-topped chest full of Potions and a sparkling new PD★A, with an e-mail from Krane already waiting. See page 13 to learn more about your new Pokémon Digital Assistant.





3 LOCATE KAMINKO'S HOUSE

You'll find Aidan hiding under a table in the lab just south of the lounge. He'll tip you off about Dr. Kaminko's house, and add its location to your map. Perhaps Jovi is neglecting her hide-and-seek duties and is hanging out with Dr. Kaminko?

4 FIRST TRAINER BATTLE

If you're up for some real-world battle experience, talk to Supertrainer Aferd, who is waiting outside the lab's front door. Battling Trainers is the primary method of gaining money, experience and items for your Pokémon, so you should never turn down a challenge.

On your way out of the lab, don't miss the path that heads to the left, behind the lab. There you'll find a chest that holds two doses of Antidote.



Aferd's lone Level-5 Sentret should pose no challenge for your powerful Eevee. A few rounds of Tackle or Bite should do the trick.

5 FIELD-TESTING THE SNAG MACHINE

LATER · SNAG MACHINE · POKé BALL (x5)

When you return home with Jovi, you'll find Krane in the first-floor research lab, to the left of the front desk. He'll offer you the Snag Machine, a prototype device that can steal Shadow Pokémon from their Trainers in battle. He'll also update your PD★A with the Shadow Monitor. Aidan will give you a supply of Poké Balls for VR testing, but when a sudden commotion occurs outside, plans for a controlled test will be scrapped in a hurry.



6 CATCH YOUR FIRST SHADOW POKéMON

While two kidnappers hustle Professor Krane into a vehicle, a third will challenge you to a battle. When your Aura Reader identifies your opponent's Teddiursa as a Shadow Pokémon, Krane will ask you to use a Poké Ball. Usually you'll need to soften up your target first, but this time you can Snag the Teddiursa immediately.



Identify Shadow Pokémon



The Snag Machine allows you to take Pokémon from opponents in battle, but only if they're Shadow Pokémon. When a battle begins, the Aura Reader will reveal a sinister purple glow around Pokémon that are eligible targets. Snagging Pokémon won't always be as easy as it was this time; in the future, you'll want to lower your target's health and immobilize it with a status condition like Sleep or Paralyze, if possible. See page 14 for more tips on Snagging Shadow Pokémon.



7 GET DIRECTIONS TO GATEON PORT

KRANE'S MEMO 1 | KRANE'S MEMO 2

After the abduction, head upstairs and talk to Lily. She is determined to continue work on the Purify Chamber, and will ask you and Jovi to pick up the missing Machine Part in Gateon Port (which she will add to your Field Map). As you leave the lab, Aidan will come running out to ask for one more favor and give you two memos from Professor Krane.

8 LEARN ABOUT THE RELIC STONE

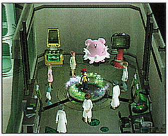
LATER | KRANE'S MEMO 3 | KRANE'S MEMO 4 | KRANE'S MEMO 5

After you acquire the Machine Part in Gateon, Aidan will meet you at the entrance to the lab with three more memos. Talk to Lily in the central office of the lab's second floor—she'll explain that her team needs more time to get the Purify Chamber up and running. Until it's finished, you'll have to purify your Pokémon at the Relic Stone in a village called Agate. Lily will add Agate to your map, and send you to talk to a man named Eagun.

9 THE PURIFY CHAMBER

LATER

After the events in Cipher Lab, Lily's team will finally have the Purify Chamber up and running. Watch Lily's guided tour and talk to all the researchers in the room to learn how best to purify your Shadow Pokémon. At the moment you probably don't have many regular Pokémon to spare, but if you're diligent about capturing and purifying Shadow Pokémon, you'll soon have enough spare Pokémon to make several purification circles.



10 LOCATE DATAN

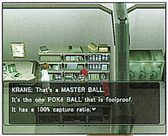
LATER | DATA ROM

After you recover the Data ROM from the Cipher Lab, Datan will be sent to analyze it. But when you head upstairs to see what he learned, Jovi will tell you he went downstairs. You'll find him outside, on the path to the right of the lab. Afterward, Professor Krane will send you to deliver the Data ROM to Nett in Pyrite Town, which he will add to your map.

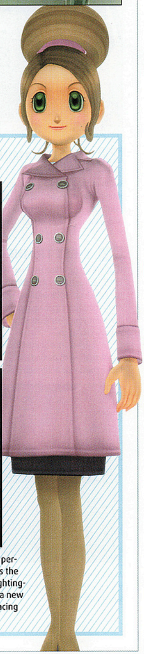
11 THE SECRET BASEMENT

LATER

When you return from the Cipher Key Lair, talk to Krane. He'll ask you to come back and meet him in his ground-floor office. There he'll reveal the entrance to the secret basement that Jovi mentioned in her diaries. Inside, he will present you with the Master Ball, which will catch any Pokémon without fail. You get only one, so use it wisely.

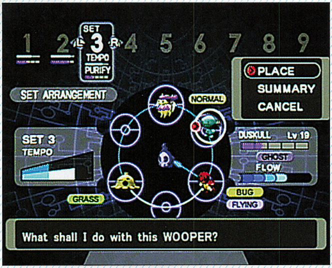




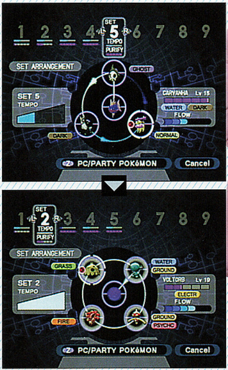


Purifying Shadow Pokémon over time

The Purify Chamber provides meaningful roles for Pokémon who would otherwise be left in storage. Begin by creating a set of up to four Pokémon, and arrange them so that each Pokémon's type trumps the next. For example, a Water-type Pokémon, a Ground-type Pokémon and an Electric-type Pokémon (in clockwise order) would have excellent Tempo. Then place a Shadow Pokémon in the center. To maximize Flow, use the Rotate command to point the Shadow Pokémon toward the regular Pokémon that its natural type is most effective against. See page 16 for more information.



Don't worry if you can't maximize your Tempo or Flow at this stage of the game. Even Pokémon with completely incompatible types can slowly purify a Shadow Pokémon. And as you gain new Pokémon, you can access the Purify Chamber from any PC to improve your arrangements.



As your assortment of Pokémon improves, arrange a few permanent "best circles" where each Pokémon's type trumps the next. For example, Water-Ground-Fire-Grass or Psychic-Fighting-Dark-Ghost both have maximum Tempo. When you Snag a new Shadow Pokémon, you can simply place it in the center facing whatever type it would be strongest against.

Kaminko's House

Home of the eccentric scientist Dr. Kaminko.



This spooky mansion is where Dr. Kaminko and Chobin, his lickspittle assistant, develop all sorts of ridiculous gadgets. Their inventions may not seem like anything anyone would want to steal, but both Kaminko and Chobin take the threat of burglary very seriously. Unannounced visitors may not receive the warmest of welcomes.



Kaminko's House: Outside



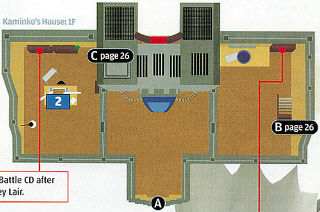
1 BATTLE WITH CHOBIN

Before you can enter the manor, you'll have to defeat Dr. Kaminko's loyal aide, Chobin. Eevee should have little trouble defeating his lone Pokémon, a Level-5 Sunkern. Upon his defeat, Chobin will allow you into the mansion, where he will thoroughly educate you about Dr. Kaminko's amazing inventions.





Kaminko's House: 1F



BATTLE CD 50 — You can find this Battle CD after clearing Cipher Key Lair.

BATTLE CD 49 — You can find this Battle CD after clearing Cipher Key Lair.

2 GET JOVI TO COME HOME

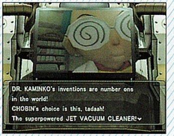


You'll find Jovi in the nearby office, bothering Dr. Kaminko. Persuade her to "show you the way home" to get her to join your party. Before you leave, talk to Makan, the doctor's other guest, to hear a message for Professor Krane.



Dr. K's Crazy inventions

Chobin's tape will keep rolling on the video screen in the manor's foyer, so continue watching if you're interested in the doctor's many… let's say, *unique* creations. Dr. Kaminko has been a very busy man, and the tape demonstrates nearly a dozen of his mind-boggling creations.

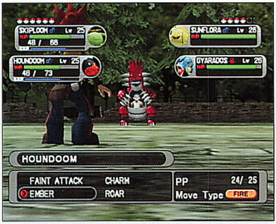


It's hard to imagine anyone wanting any of this junk, but you'll talk to people in other areas of Orre that have been suckered into buying Kaminko's peculiar creations. His marketing team must be fantastic.



3 BATTLE ROBO GROUDON

LATER All you want to do is talk to Makan about a scooter upgrade, but the ever-paranoid Chobin and Dr. Kaminko have other plans. After fighting past Chobin and his newly evolved Gyarados, you'll end up face to face with Robo Groudon and Chobin's expanded roster of four Level-26 Pokémon, which include three Grass-types and Gyarados. After sending Robo Groudon to a crushing defeat, talk to Chobin and agree to his requests. You can then explore Dr. Kaminko's mansion to your heart's content.



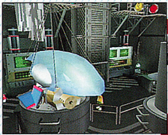
Bring a Fire-, Flying-, Poison-, Ice- or Bug-type Pokémon to deal with Chobin. In fact, bring several—with Gyarados around, you'll need a spare.

Robo Pokémon

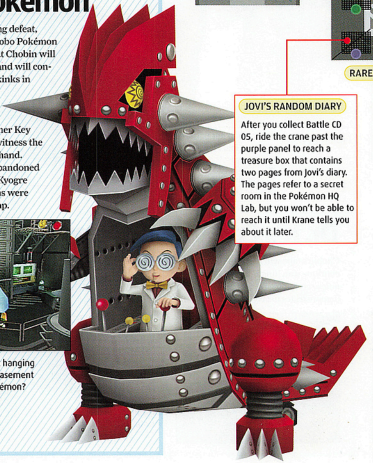
After Chobin's crushing defeat, Kaminko orders the Robo Pokémon program scrapped. But Chobin will not let the dream die, and will continue to work out the kinks in Robo Groudon.

When you return to Kaminko's house after the events in Cipher Key Lair, you'll be able to witness the fruits of his labor firsthand.

Even Chobin has abandoned the supersecret Robo Kyogre project, and its remains were given to Makan as scrap.



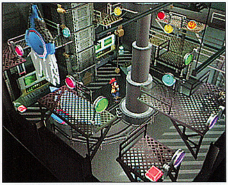
Notice the strange robot hanging from the ceiling in the basement shop. Another Robo Pokémon?



4 USE THE CRANES TO EXPLORE UNDER CHOBIN'S ROOM

If you take the stairs down from Chobin's room (to the right of the mansion entrance), you will find a series of catwalks with colored panels. Press the A Button near a crane to ride it from one colored panel to the next. Use the panels to reach the far corners of the room, where you'll find a Battle CD and a treasure chest. More Battle CDs will appear in this room after future game events occur.

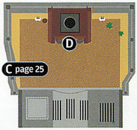
The treasure box contains Jovi's diary, and although you can't take it with you, you can read it here at any time. Jovi will update it as your quest progresses.



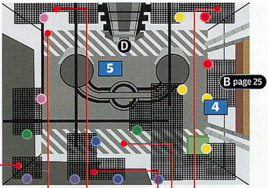
5 TALK TO MAKAN ABOUT UPGRADING YOUR SCOOTER

With Kaminko's permission, you can now pass through the door in the back of his office. Take the elevator on the other side to get to the ground floor of the crane room, where Makan is examining Robo Kyogre. Grab the Rare Candy in the chest first, because you'll be taken back to Gateon automatically when you speak to Makan.

Kaminko's House: Elevator Lobby



Kaminko's House: Basement



JOVI'S RANDOM DIARY
After you collect Battle CD 05, ride the crane past the purple panel to reach a treasure box that contains two pages from Jovi's diary. The pages refer to a secret room in the Pokémon HQ Lab, but you won't be able to reach it until Krane tells you about it later.

BATTLE CD 11
You can return to Kaminko's house to claim this Battle CD after Makan upgrades your scooter.

BATTLE CD 29
Return to the crane area after the events in Cipher Key Lair to find a Battle CD on this catwalk.

BATTLE CD 05
You can find this Battle CD in the crane room any time after you defeat Robo Groudon.

BATTLE CD 23
You'll find this Battle CD on the basement floor after Makan upgrades your scooter.

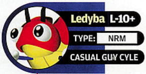
Gateon Port

A seaport known for active trade and loitering sailors.



After Professor Krane's abduction, Lily will send you and Jovi to the Parts Shop in Gateon Port. The bustling port city is full of intriguing characters and well-stocked shops, and is home to several Trainers that are eager for a challenge. Seek them out and accept every challenge—a few are using Shadow Pokémon you can Snag.

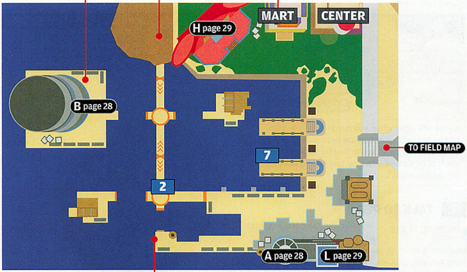




POKé BALL (x3)

POTION — Talk to the uniformed sailor in the shop; he'll give you a free Potion just for listening!

Gateon Port: Outside



TM 45 (ATTRACT) — When Sailor Bost asks if you're captivated by his singing, tell him "no." He'll challenge you to a battle; if you can beat him, he'll give you TM 45.

Pokémon Center

Pokémon Centers are an invaluable resource for Trainers. Here you can heal your Pokémon and access your Item Storage and Pokémon Storage boxes via a PC. Best of all, the services are free of charge. This particular Pokémon Center doesn't have a Trade Center, but look for one in Phenac City that you can access later in the game.



Bring your Pokémon to the front desk—the attendant there will cure them of all damage and status conditions.



You can access your Item Storage and Pokémon Storage with this PC. When the Purify Chamber is complete, you'll be able to access it, too!



Pokémart

There are many Pokémarts in Orre, but their stock varies from town to town. When you first arrive in Gateon Port you'll be able to buy only basic healing and recovery items, but as the game progresses new items will be added to the shelves. If you don't have quite enough money to buy what you need, you can always sell something from your inventory.



The second-floor Herb Shop is closed when you first arrive at Gateon Port, but it will reopen later in the game.

* These items will become available later in the game. You will receive an e-mail about them when they are in the shop.

POKéMART	
ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
FULL HEAL*	600
FULL RESTORE*	3,000
GREAT BALL*	600
HYPER POTION*	1,200
ICE HEAL	250
MAX POTION*	2,500
PARALYZE HEAL	200
POKé BALL*	200
POKé SNACK*	300
POTION	300
REVIVE*	1,500
SUPER POTION*	700
ULTRA BALL*	1,200

HERB SHOP	
ENERGY ROOT	800
ENERGYPOWDER	500
HEAL POWDER	450
REVIVAL HERB	2,800

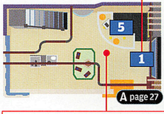
1 NO ONE WORKING IN THE SHOP

Perr is away from the counter at the Machine Parts Shop, but that doesn't mean you shouldn't stop in for a visit. A kindly sailor is waiting there, and if you listen to his story, he'll offer you your choice of the five elemental items that guide Eevee's evolution!

WATER STONE THUNDERSTONE
FIRE STONE MOON SHARD
SUN SHARD

You can take only one of these five items, so figure out which evolution you want before you listen to the sailor's tale.

Gateon Port: Parts Shop



A time will come when you need to upgrade your scooter to reach areas that are located deep in the desert. Perr will send you to find his father in the lower levels of Dr. Kaminko's house, and Makan will make the modifications for free.

2 TALK TO PERR

MACHINE PARTS

When you approach the end of the pier where the man in the light-blue shirt is standing, the bridges in the harbor will begin to turn. Perr will come down the bridge to speak with you, and then return to the Machine Parts Shop. You can now pick up the Machine Part at your convenience, and use the newly repaired bridges to reach the islands in the Gateon harbor.



3 THE TOP OF THE LIGHTHOUSE

By stepping on the green and yellow arrows on the rotating bridges, you can position the bridge to make a route to the lighthouse. Anyone who is willing to take the stairs to the top will find a few chests on the way, and the Trainer at the top has a Shadow Poochyena you can Snag.

After the Story mode's climactic battle, return to Gateon Port to learn from your Miror Radar that Miror B. has come to Gateon. You'll find him at the top of the lighthouse, where he'll be armed with five high-level Ludicolo and a Shadow Pokémon that you haven't seen before.

Possible Eevee evolutions

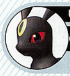
There is only one Eevee in Pokémon XD, so you may want to research Eevee's five evolved forms before you decide which item to take from the sailor in the Machine Parts Shop. To complete the evolution, keep Eevee happy (by using it in combat and healing its wounds and status conditions promptly), and have the item in your inventory when it levels up.



Flareon TYPE: FIRE
POKéMON LIST PAGE: 107
EVOLVES WITH FIRE STONE



Vaporeon TYPE: WTR
POKéMON LIST PAGE: 107
EVOLVES WITH WATER STONE



Umbreon TYPE: DRK
POKéMON LIST PAGE: 108
EVOLVES WITH MOON SHARD



Jolteon TYPE: ELC
POKéMON LIST PAGE: 107
EVOLVES WITH THUNDERSTONE

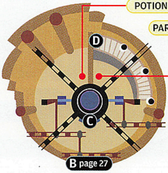


Espeon TYPE: PSY
POKéMON LIST PAGE: 108
EVOLVES WITH SUN SHARD

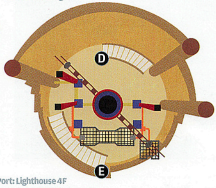
Gateon Port: Lighthouse 1F

POTION

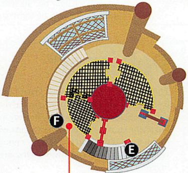
PARALYZE HEAL



Gateon Port: Lighthouse 2F

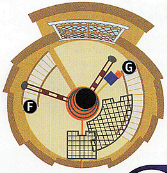


Gateon Port: Lighthouse 3F

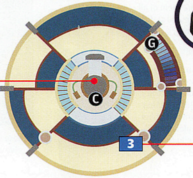


AWAKENING

Gateon Port: Lighthouse 4F



Gateon Port: Lighthouse Roof





Poochyena L-10+
TYPE: DRK
BODYBUILDER KILEN

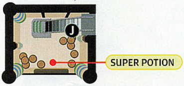
4 THE KRABBY CLUB

To enter the Krabby Club, you'll need to battle your way past Navigator Berk, who guards the entrance with a low-level Wingull and Lotad. Inside, you'll find the enigmatic Verich in a booth upstairs, but his guards won't let you get too close. A sailor in the same area can tell you how happy the Pokémon in your lead spot is, which is a valuable bit of information for anyone trying to evolve Eevee. Finally, if you slip behind the ground-floor bar and head down the stairs, you'll find a Super Potion.

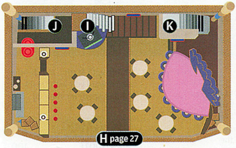


Several different acts play the stage at the Krabby Club, including the magicians Razzle and Dazzle, and a pair of Krabby you can visit upstairs.

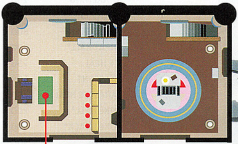
Gateon Port: Krabby Club Basement



Gateon Port: Krabby Club 1F



Gateon Port: Krabby Club 2F



BATTLE CD 06 When you return to Gateon Port after receiving the Disc Case in Phenac City, you may find that Verich is missing from his usual table in the Krabby Club. Search his table to find a Battle CD that he left behind.

5 TALK TO PERR ABOUT YOUR SCOOTER UPGRADE

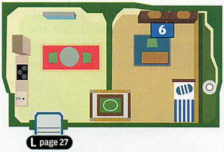
LATER After you get your scooter stuck in the desert, talk to Nett in Pyrite Town. He will suggest you speak with Perr about upgrading your scooter. When you arrive, Perr will send you to Dr. Kaminko's mansion to find his grandfather, Makan. That nutty Chobin will throw a few surprises your way, so make sure your Pokémon are in battle condition before you head out to Kaminko's mansion.

6 TALK TO EMILI'S MOM

LATER **AMULET COIN** **QUICK CLAW** **MENTAL HERB** **WHITE HERB**

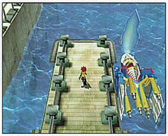
The mother of Jovi's friend Emili will e-mail you to ask for an interview after ONBS makes you a major news celebrity. The interview consists of three easy questions, and if you answer "Yes" to all three she'll give you the Amulet Coin, a held item that increases the money you gain in battle. If you prefer to err on the side of modesty, answer "No" to all three to receive the Quick Claw, a held item that may allow your Pokémon to strike first in combat. A wishy-washy mix of Yes and No answers will earn you a Mental Herb (if you answer mostly "Yes") or White Herb (if you answer mostly "No").

Gateon Port: Emili's House



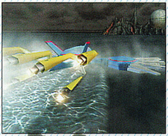
7 THE ROBO KYOGRE IS NOW READY FOR USE

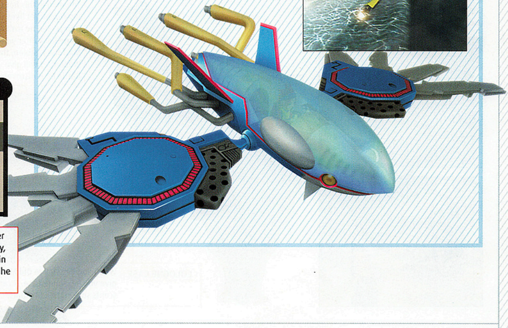
LATER After you defeat Gorigan in Cipher Key Lair, return to the Machine Parts Shop in Gateon Port. Perr will greet you at the door and explain how Makan has, in a flash of genius, completed Dr. Kaminko's Kyogre project! You last saw the device hanging idle in Dr. Kaminko's basement, but you'll now find the Robo Kyogre finished, seaworthy and docked at the pier in Gateon Port. No matter how rough the seas, the Robo Kyogre can skim right over the surface. Citadark Isle is finally within reach.



The Robo Kyogre project

It's hard to believe this fantastic creation came from the mind of Dr. Kaminko. No one knows what the good doctor inteded to do with it, but Makan took the abandoned scrap metal and turned it into a superb seafaring vehicle. Like the Pokémon for which it is named, the Robo Kyogre can glide over waves at blistering speeds.



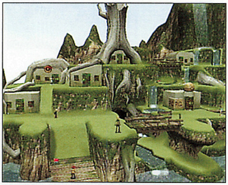


Agate Village

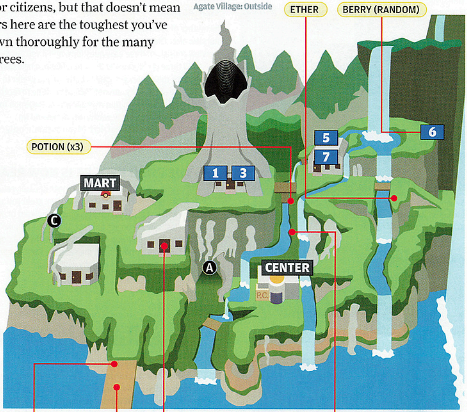
A lush green town famous for its mysterious Relic Stone.



Agate Village may be populated by senior citizens, but that doesn't mean they'll go easy on you. In fact, the Trainers here are the toughest you've fought yet! Between battles, search this town thoroughly for the many small paths hidden behind buildings and trees.



Agate Village: Outside



BATTLE CD 14 The man in this house says his Wobbuffet likes shiny things, and he isn't kidding. Come back after your Snag Machine is stolen; the Wobbuffet will give you a Battle CD it discovered.

TM 09 Battle with Matron Belish—she will reward you with TM 09 (Bullet Seed) for winning.

1 WHERE'S EAGUN?

Eagun lives in the giant tree house in the center of town, three levels up from the entrance. He's off preparing the Relic Stone, but he'll be back before you can finish your conversation with his wife, Beluh.

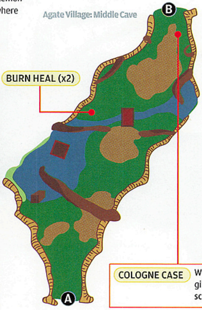
2 THE RELIC STONE

After Eagun clears the way, head down the path in front of the Pokémon Center and into the cave beneath the giant tree's roots. Inside you'll battle four local Trainers with relatively high-level Pokémon. These battles provide a great opportunity to open the hearts of your Shadow Pokémon. If your Pokémon are badly wounded in the battles, visit the Pokémon Center before you approach the Relic Stone, where you'll battle Eagun and his Level-12 Pikachu.

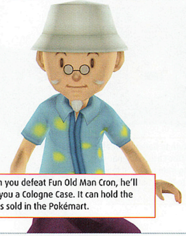




Agate Village: Middle Cave



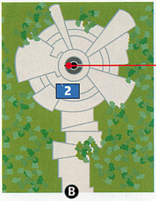
COLOGNE CASE When you defeat Fun Old Man Cron, he'll give you a Cologne Case. It can hold the scents sold in the Pokémart.



POKéMART	
ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
EXCITE SCENT	800
GREAT BALL*	600
ICE HEAL	250
JOY SCENT	600
PARALYZE HEAL	200
POKé BALL*	200
POKé SNACK*	300
POTION	300
SUPER POTION	700
VIVID SCENT	1,200

* These items will become available later in the game. You will receive an e-mail about them when they are in the shop.

Agate Village: Relic Forest



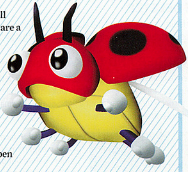


You can purify only one Pokémon on your first visit, but you can return to the Relic Stone any time to purify more. You'll see a message after battles when a Shadow Pokémon in your party is ready to open its heart.

Purify with the Relic Stone

While the Purify Chamber is still under construction, the Relic Stone is the only way to complete the purification of your Shadow Pokémon. Before you can purify a Shadow Pokémon at the Relic Stone, you will need to clear its Heart Gauge. Here are a few tips; see page 14 for more.

- Keep the Shadow Pokémon in your party and use it in battle as much as possible. Each battle will open its heart a bit.
- If a Shadow Pokémon enters Reverse mode, use Call to reduce its Heart Gauge even more.
- A dose from one of the Colognes sold at the Pokémart will help to open a Shadow Pokémon's heart as well.





By now your Teddiursa, Ledyba or Poochyena should be ready for complete purification. After a Pokémon's heart is opened, it will regain its moves and collect any experience points it has gathered in battle. You'll also be able to give it a nickname.



If your Shadow Pokémon needs some help to clear its Heart Gauge, go to the Pokémart and purchase some Cologne. Each dose of Cologne can be used only once, but it can really speed up the process, especially for Pokémon of certain temperaments. See page 15 for details.

3 LEARN ABOUT MT. BATTLE AND VANDER

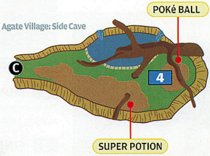
After using the Relic Stone, you'll return to Eagun's house. Eagun and Beluh will tell you of a man named Vander, who has firsthand knowledge about Cipher. You'll find Vander at Mt. Battle, which Eagun will locate on your map. Before you leave Agate, be sure to explore a little more and battle the Trainers around the village for experience.

4 OLD LADY IN THE CAVE

There is a path to a hidden cave along the left side of the Agate Village map. Inside the cave you will find a few treasure chests and an elderly woman known only as Teacher Lady. She will teach a move of your choice to one of your Pokémon for free, but she'll teach each move only once. On your first visit, she can teach only Mimic, Thunder Wave, and Seismic Toss, but she'll have new moves (listed to the right, in chronological order) to teach as the game progresses.

TEACHER LADY	
MIMIC	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
SKY ATTACK	FLY
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Agate Village: Side Cave



5 THE NAME RATER

The building across the bridge from Eagun's house is Agate's Pokémon Day Care. It isn't open for business at the moment, but you can still talk to the Name Rater who hangs out there. He will critique your choice of nicknames free of charge, and allow you to change them if you've thought of something better.

6 THE BERRY MASTER

There is an old man standing atop the cliff behind the Pokémon Day Care. His Taillow brings him random berries and he will generously pass one off to you from time to time, so visit him often! You can give berries to your Pokémon, who will hold them until they're used automatically in battle. The list below shows how often each berry shows up.

BERRY MASTER			
CHERI BERRY	VERY OFTEN	SITRUS BERRY	RARELY
CHESTO BERRY	VERY OFTEN	FIGY BERRY	RARELY
PECHA BERRY	VERY OFTEN	WIKI BERRY	RARELY
RAWST BERRY	VERY OFTEN	MAGO BERRY	RARELY
ASPEAR BERRY	VERY OFTEN	AGUAV BERRY	RARELY
ORAN BERRY	VERY OFTEN	IAPAPA BERRY	RARELY
PERSIM BERRY	VERY OFTEN	LUM BERRY	VERY RARELY
LEPPA BERRY	OFTEN		

7 USE THE DAY CARE TO RAISE POKéMON

LATER After you foil Cipher's plans in Phenac City, the Day Care Lady and her daughter will be able to return to Agate and resume their business. When they do, you can drop off any single Pokémon (except for Shadow Pokémon)—it will gradually gain EXP as you proceed on your quest. This is a great way to get low-level Pokémon up to speed.



Mt. Battle

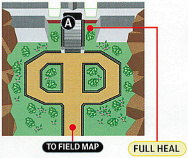
A rigorous battleground for Trainers of all skill levels.



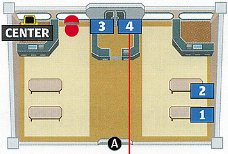
When you first visit Mt. Battle, it will be a fairly quick stop to speak to Vander. But the Colosseum will reopen in the near future, and you can then visit repeatedly to challenge its 10 stages one by one. You can redeem the coupons you earn for new moves and items.



Mt. Battle: Outside



Mt. Battle: Lobby



1 MOVE TEACHER

The Move Teacher is sitting on the bench in the lower-right corner of the Mt. Battle lobby. He will offer to teach your Pokémon a move for a fee of 1,000 Poké Coupons. The moves he teaches are the ones that your Pokémon have forgotten or chose not to learn at earlier stages in their evolution.



When you select any Pokémon in your roster, the Move Teacher will provide you with a list of the moves that Pokémon can learn. To learn a new move, you need to have the Move Deleter clear out one of your old ones.

2 MOVE DELETER

The Move Deleter is sitting right behind the Move Teacher and will offer to delete a move of your choice from any Pokémon, free of charge.

3 FIND VANDER AND TALK TO HIM

Mt. Battle isn't open to challengers at the moment, but the lady at the counter will let you pass when you tell her you're looking for Vander. You won't make it through the arena without a fight, so use the small Pokémon Center in the corner if necessary.



You will need to face a pair of inexperienced Trainers before Vander, and Vander will ask you to challenge one of his students when you reach him. After you defeat the lad, Vander will add the location of the Cipher Lab to your map.

4 OPEN TO CHALLENGERS

LATER Mt. Battle is not accepting general challenges when you arrive the first time, but Vander will e-mail you when it re-opens. You can then return to Mt. Battle whenever you want to earn some experience for your team or score some Poké Coupons.

- MACHO BRACE
- TM 03 (WATER PULSE)
- TM 34 (SHOCK WAVE)
- TM 42 (FACADE)
- TM 39 (ROCK TOMB)
- TM 50 (OVERHEAT)
- TM 04 (CALM MIND)
- TM 08 (BULK UP)
- TM 40 (AERIAL ACE)
- RIBBON*

When you clear an area for the first time in Mt. Battle you'll receive one of the prizes above as well as the coupons listed on the next page. If you choose to replay any area, you'll still get the coupons, but no additional prizes.

*Can be obtained only after you've beaten 100 Trainers



Exchange Poké Coupons for prizes

Each time you clear an area in Mt. Battle, you'll receive Poké Coupons. The shop has some fantastic items, but the prices are very expensive. You may need to play through areas of Mt. Battle repeatedly to earn enough Coupons to buy what you want. You can also earn Poké Coupons at Realgam Tower, which you will encounter in the future.

COUPON EXCHANGE

Item	Price	Item	Price	Item	Price
APICOT BERRY	15,000pt	MENTAL HERB	6,000pt	TM 13 (ICE BEAM)	3,500pt
BRIGHTPOWDER	8,000pt	PETAYA BERRY	15,000pt	TM 24 (THUNDERBOLT)	4,000pt
CHOICE BAND	8,000pt	QUICK CLAW	8,000pt	TM 29 (PSYCHIC)	4,000pt
FOCUS BAND	8,000pt	SALAC BERRY	15,000pt	TM 30 (SHADOW BALL)	4,000pt
GANLON BERRY	15,000pt	SCOPE LENS	8,000pt	TM 35 (FLAMETHROWER)	4,000pt
KING'S ROCK	8,000pt	SHELL BELL	8,000pt	WHITE HERB	6,000pt

The first six areas of Mt. Battle



The 100 trials of Mt. Battle are divided into 10 areas of 10 battles each. After you clear each area you will receive a prize and be allowed to start from the next area in the future. The health of all of your Pokémon is restored between each battle, so Mt. Battle is a test of skill more than endurance. Your opponents' Pokémon will likely be of a higher level than yours, but careful type-matching will give you an edge.

Area 1: Battles 1-10 — 200 Poké Coupons

RECOMMENDED ATTACK/POKÉMON TYPES: ELECTRIC, FIRE, FLYING, FIGHTING

LEVELS 9-13 Most of the first 10 battles are against Trainers you faced on your first trip to Mt. Battle, and involve combos of no more than three low-level Pokémon. The first few are mostly Grass- and Flying-types, so Mareep and Houndour should take the top spots on your roster. The latter half of Area 1 is heavy on Bug- and Normal-types, so you may want to rotate your lineup a bit. Just don't use a Normal-type Pokémon against Area Leader Vander's Level-13 Machop!

NUMBER OF TYPES YOU'LL FACE

Type	#	Type	#	Type	#
NORMAL	7	FIGHTING	1	ROCK	–
FIRE	–	POISON	1	GHOST	–
WATER	3	GROUND	2	DRAGON	–
ELECTRIC	–	FLYING	5	DARK	1
GRASS	3	PSYCHIC	2	STEEL	–
ICE	–	BUG	5		

Area 2: Battles 11-20 — 300 Poké Coupons

RECOMMENDED ATTACK/POKÉMON TYPES: ELECTRIC, WATER, GRASS, DARK

LEVELS 11-15 Area 2 has a pretty diverse group of opponents. Electric-type attacks remain your best bet, since Water is the single most common Pokémon type and Flying isn't far behind. There are only three Fire-type Pokémon in this area, but they can be pretty tough so make sure you have a good Water-type Pokémon handy. Area Leader Eldof has a water theme going with his Pokémon, so you'll want an Electric-type Pokémon in your top spot when you approach him.

NUMBER OF TYPES YOU'LL FACE

Type	#	Type	#	Type	#
NORMAL	2	FIGHTING	–	ROCK	2
FIRE	3	POISON	–	GHOST	–
WATER	6	GROUND	2	DRAGON	–
ELECTRIC	1	FLYING	3	DARK	–
GRASS	3	PSYCHIC	3	STEEL	–
ICE	–	BUG	3		

Area 3: Battles 21-30 — 600 Poké Coupons

RECOMMENDED ATTACK/POKÉMON TYPES: GROUND, GRASS, FIGHTING, WATER

LEVELS 27-29 The difficulty level climbs steeply in Area 3—a Level-27 Raichu is the first Pokémon to greet you. You'll still be facing small rosters (typically of no more than three Pokémon each). Water-type Pokémon are abundant here, but many have a second type that negates the efficacy of Electric-type attacks, so Grass-type Pokémon are a better choice. A good Ground-type Pokémon is also invaluable, besting the many Electric-, Rock- and Steel-type Pokémon.

NUMBER OF TYPES YOU'LL FACE

Type	#	Type	#	Type	#
NORMAL	5	FIGHTING	–	ROCK	3
FIRE	1	POISON	1	GHOST	–
WATER	5	GROUND	1	DRAGON	–
ELECTRIC	3	FLYING	2	DARK	2
GRASS	1	PSYCHIC	–	STEEL	1
ICE	1	BUG	2		

Area 4: Battles 31-40 — 700 Poké Coupons

RECOMMENDED ATTACK/POKÉMON TYPES: PSYCHIC, FIGHTING, GRASS

LEVELS 29-31 Area 4 is only slightly more difficult than Area 3, so you'll need to make only a few lineup changes to keep going. Psychic-type Pokémon are by far the best to bring to this fight, as your opponents are packing an awful lot of Poison-types, and Area Leader Boyden has a Fighting-type Hitmontop. A Fighting-type of your own would make an ideal Pokémon for your second slot, since it can stop the Rock-types that might give your Psychic-types trouble.

NUMBER OF TYPES YOU'LL FACE

Type	#	Type	#	Type	#
NORMAL	3	FIGHTING	1	ROCK	4
FIRE	–	POISON	5	GHOST	–
WATER	4	GROUND	3	DRAGON	–
ELECTRIC	–	FLYING	2	DARK	1
GRASS	3	PSYCHIC	3	STEEL	1
ICE	–	BUG	3		

Area 5: Battles 41-50 — 1,000 Poké Coupons

RECOMMENDED ATTACK/POKÉMON TYPES: ICE, GRASS, FIGHTING, FLYING

LEVELS 42-43 There's a big leap in difficulty in Area 5, where the Pokémon are at least 10 levels higher than they were in area four. Every type except Steel is present here, but Water- and Grass-types are by far the most common. You'll face tough Water-and-Ground-type Pokémon like Quagsire and Marshtomp, making Grass-type Pokémon and Grass-type attacks the best solution. Ice-type attacks are a good choice against the numerous Grass-, Ground- and Dragon-types as well.

NUMBER OF TYPES YOU'LL FACE

Type	#	Type	#	Type	#
NORMAL	2	FIGHTING	4	ROCK	2
FIRE	3	POISON	2	GHOST	2
WATER	7	GROUND	3	DRAGON	1
ELECTRIC	1	FLYING	3	DARK	4
GRASS	7	PSYCHIC	1	STEEL	–
ICE	2	BUG	3		

Area 6: Battles 51-60 — 1,200 Poké Coupons

RECOMMENDED ATTACK/POKÉMON TYPES: FIGHTING, WATER, DARK

LEVELS 43-45 Nothing can stop the power of a Fighting-type Pokémon in this area, where the top two Pokémon types are Normal and Rock. Make sure a good Fighting-type is at the head of your lineup around fights six and seven (where Normal-types are abundant), but be careful about using one against Area Leader Hampy, who is packing high-level Psychic-and-Rock-type Lunatone and Solrock. Swap in a Dark-type or a really good Water- or Grass-type Pokémon to deal with these two.

NUMBER OF TYPES YOU'LL FACE

Type	#	Type	#	Type	#
NORMAL	8	FIGHTING	–	ROCK	8
FIRE	2	POISON	2	GHOST	2
WATER	2	GROUND	5	DRAGON	1
ELECTRIC	1	FLYING	1	DARK	1
GRASS	2	PSYCHIC	5	STEEL	3
ICE	–	BUG	4		

Cipher Lab

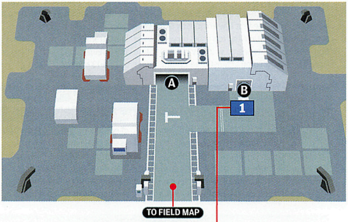
The lab that houses Cipher's XD001 project.



The Cipher organization seems to be in far better shape than anyone in Orre had realized. Its lab is up and running, and a dozen scientists are working furiously on the mysterious XD001 Project. Security is tight, but those who can defeat an army of Cipher Peons can claim nearly a dozen Shadow Pokémon as their reward.



Cipher Lab: Outside



1 SNAG A BUNCH OF NEW SHADOW POKéMON

The Cipher Lab is guarded by a sextet of Peons known as the Hexagon Brothers. You need to beat only one of the six to get inside, but since each has a Shadow Pokémon to Snag, you'll surely want to challenge them all. Buy more Poké Balls in Agate Village if you run out.



Beating the Hexagon Brothers won't be easy—each has a team of two to six Pokémon, topped off with a Level-17 Shadow Pokémon (which is always the last one out). Start with Resix, who has only two Pokémon, and then use his Houndour to help beat his brothers. As your party fills with Level-17 Shadow Pokémon, the battles will get easier. Between skirmishes, heal up at the Pokémon Healing Machine just inside the compound.



Houndour L-17+
TYPE: DRK-FIRE
CIPHER PEON RESIX



Mareep L-17+
TYPE: ELC
CIPHER PEON YELLOSIX



Spheal L-17+
TYPE: WTR-ICE
CIPHER PEON BLUSIX



Gulpin L-17+
TYPE: PSN
CIPHER PEON PURPSIX



Baltoy L-17+
TYPE: GRD-PSY
CIPHER PEON BROWSIX



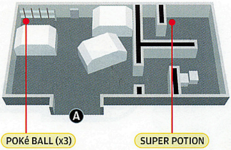
Seedot L-17+
TYPE: GRS
CIPHER PEON GREESIX

The Hexagon Brothers

Each Hexagon Brother has a party of Pokémon that matches the color of his suit. Resix (red) uses Fire-types, Blusix (blue) uses Water-types, Yellosix (yellow) uses Electric-types, Purpsix (purple) uses Poison-types and Greesix (green) uses Grass-types. Browsix (brown) is the exception; he employs a mix of Normal-, Flying-, Psychic- and Ground-types. If you fail to Snag a Shadow Pokémon now, you can return and challenge the brothers again later. You'll also see the brothers in Phenac City.

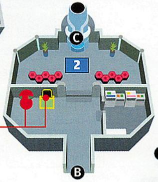


Cipher Lab: 1F Left-Side Entrance

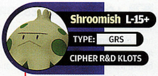


There's a PC and a Pokémon Healing Machine by the entrance. Return here often to heal and rotate Pokémon, because the battles only get tougher as you reach deeper areas of the lab.

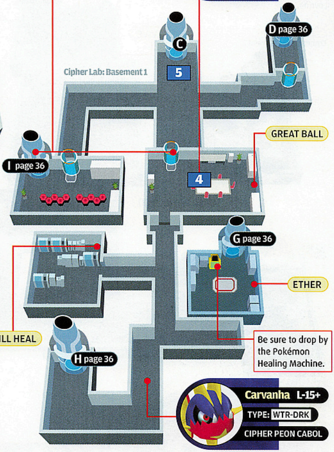
Cipher Lab: 1F Right-Side Entrance



Even those who make it past the Hexagon Brothers won't have the full run of the lab. Certain elevators won't function without an ID Card, and some of the tubelike doors open from only one direction.



Cipher Lab: Basement 1



Be sure to drop by the Pokémon Healing Machine.

2 FACE CIPHER'S MINIONS IN BATTLES

As you explore the Cipher Lab you'll be challenged by both scientists and armored Cipher Peons. The ever-dramatic Peons drop at you from the ceiling, so you won't see them coming. Make sure the Pokémon at the top of your roster are in good health so you'll be ready for anything!





The Pokémon in your opponents' rosters range in level from 13 to 20, and span the usual villain types (Poison, Dark, Flying, Bug, and Normal). When in doubt, use Shadow Pokémon; they should be quite effective. And keep an eye out for Shadow Pokémon in your opponents' rosters, too!

Cipher Peons everywhere

Cipher's Peons could appear anywhere, but you need to defeat them each only once. Once you've beaten a Peon, you can safely retrace your steps back to the entrance without running into the same one again. Don't worry about scouring the lab for them; the ones with Shadow Pokémon will always be right in your path.



Pyrite Town

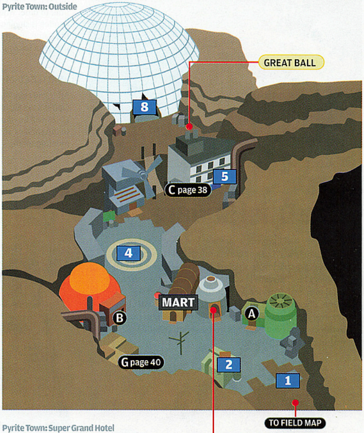


A noble town of rogues, ruffians and broadcast journalists.

Pyrite may be home to an unusual number of thieves and thugs, but that's not all it's famous for. Pyrite Town is home to the first (and easiest) Colosseum, a well-known windmill and the headquarters of the ONBS network. Among its famous residents is Nett, a computer genius without parallel in Orre.



Pyrite Town: Outside



BATTLE CD 40
After the theft of your Snag Machine, search the bookcases in this building for a Battle CD the owners won't mind parting with.

1 ROGUE CAIL GREETS YOU WITH A BATTLE

In a town full of rogues and ruffians, you won't have to look hard to find a fight. Rogue Cail, the town's self-appointed gatekeeper, will be the first to oblige you.



On your first visit to Pyrite Town, most of the Trainers will be carrying teams of Level-16 Pokémon. They won't pose much of a challenge for the Pokémon you used to clear Cipher Lab, so you may want to switch out your best fighters and get some battle experience for some of your lower-level Shadow Pokémon.

2 FORTUNE-TELLING

Fateen the fortune-teller can give you an occasional hint to help you on your way. Her recent prophecy about wild Pokémon appearing in Orre has been proven true, but only Duking knows where they are. Alas, Duking is not around to answer your questions.

3 STAY THE NIGHT

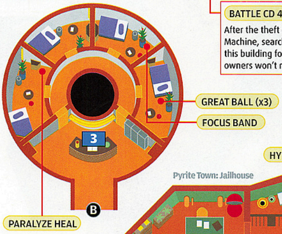
In a town with no Pokémon Center, you'll have to cough up 100 Poké Dollars at the Super Grand Hotel to restore the health of your Pokémon. That may seem steep, but the fantastic items you can swipe from the other rooms more than make up for it.



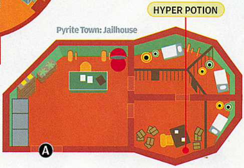
POKéMART	
DIRE HIT	650
FULL HEAL	600
GREAT BALL*	600
GUARD SPEC	700
POKé BALL*	200
POKé SNACK*	300
REVIVE	1,500
SUPER POTION	700
X ACCURACY	950
X ATTACK	500
X DEFEND	550
X SPECIAL	350
X SPEED	350

* These items will appear later at this Pokémart.

Pyrite Town: Super Grand Hotel

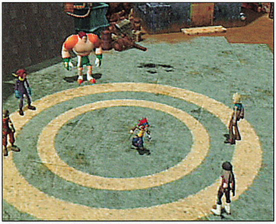


Pyrite Town: Jailhouse



4 CHALLENGE EAGER TRAINERS

The large circle in the middle of Pyrite Town is the town's Duel Square. If you speak to any of the five Trainers there, you'll automatically begin a challenge. All that's at stake is experience points (there are no Shadow Pokémon), but the challenges are great practice.

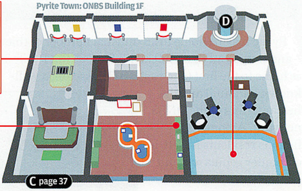


5 SAVE MONEY AT THE VENDING MACHINE

The beverages sold at the vending machine are a fantastic value. A Super Potion that heals 50 HP costs 700 Poké Dollars, but a can of Lemonade that heals 80 HP costs half that. Stock up and save!

VENDING MACHINE	
FRESH WATER	200
SODA POP	300
LEMONADE	350
MOOMOO MILK	500

Pyrite Town: ONBS Building 1F



C page 37

There's always something interesting being filmed on this set, so check back from time to time. When Kandee is singing later in the game, listen closely to the lyrics for a tip.

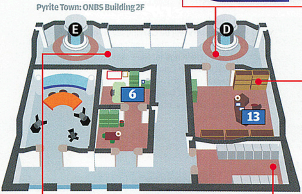
BATTLE CD 24
After you clear out the Cipher Key Lair, Battle CD 24 will be returned to the shelves of this meeting room.



Makuhita L-18+
TYPE: FTG
CIPHER PEON TORKIN

The Shadow Makuhita won't be available until Nett asks you to return to the ONBS building.

Pyrite Town: ONBS Building 2F



BATTLE CD 21
After you clear out the Cipher Key Lab, you'll be allowed to take Battle CD 21 from this bookcase.

Vulpix L-18+
TYPE: FIRE
CIPHER PEON MESIN

This Shadow Pokémon won't be available until Nett asks you to return to the ONBS building.

ETHER
This room will be locked on your first visit to the ONBS building, but the door will be open after you receive the e-mail from Nett.

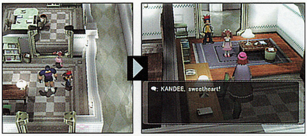
The Duel Square

If you ever feel like your Pokémon just aren't strong enough to beat a boss or clear a tough Colosseum fight, the Duel Square is a great place to level them up. Its five Trainers have diverse rosters of Pokémon, and you can challenge each Trainer periodically throughout the game. The first time you visit, their Pokémon will all be at Level 17, but their Pokémon level up at certain points in the game, so you'll always find a serious challenge waiting in Pyrite Town.



6 A LOST LITTLE GIRL

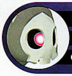
SOOTHE BELL
Kandee has lost her mom, and you will be well rewarded if you lead Kandee to her. Mom is on the third floor, in the second dressing room. When you return her daughter, she'll thank you with a Soothe Bell. Give it to a Pokémon to make your friendship grow more quickly.



7 DELIVER THE DATA ROM TO NETT

You'll find Nett in the office on the top floor of the ONBS building. He'll be more than happy to decode the Data Rom, but the process will take a while. In the meantime, he'll send you after Duking at the Rock Poké Spot, and mark the location on your Field Map.



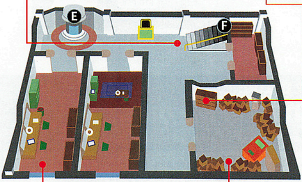


Duskull L-19+
TYPE: GHO
CIPHER PEON LABOR

This Shadow Pokémon won't be available until Nett asks you to return to the ONBS building.

BATTLE CD 38
The prop manager will let you take a Battle CD from this bookcase any time after the theft of your Snag Machine.

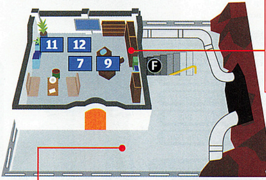
Pyrite Town: ONBS Building 3F



REVIVE The woman here won't allow you to approach this chest on your way up, but you can grab it after speaking to Nett.

HP UP You won't be able to approach this chest until the next time the game's storyline sends you to the ONBS building.

Pyrite Town: ONBS Building Roof



BATTLE CD 36
You can take the Battle CD from behind Nett's desk any time after your Snag Machine is stolen.



Ralts L-20+
TYPE: PSY
CIPHER PEON FELDAS

This Shadow Pokémon won't be available until Nett asks you to return to the ONBS building.

8 PYRITE COLOSSEUM

TM 31 (BRICK BREAK) | TM 12 (TAUNT) | TM 41 (TORMENT) | TM 05 (ROAR)

At this point in the game, you can challenge the Pyrite Colosseum whenever you like. There are some great prizes at stake, but you'll need to fight through four Trainers with rosters full of Level-20 Pokémon to get them! This is the easiest of the three Colosseums, however.

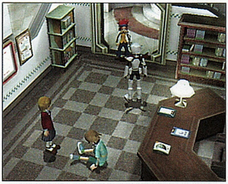
Pyrite Colosseum

Pyrite Colosseum is open to challengers! If you can battle through four rounds of Level-20 Pokémon, you'll receive cash and a TM prize. You can probably clear this even if your Pokémon's levels are still in their teens, since they will be restored to full health after each round. To see your opponents' rosters, turn to page 69.



9 SAVE THE ONBS BUILDING FROM CIPHER

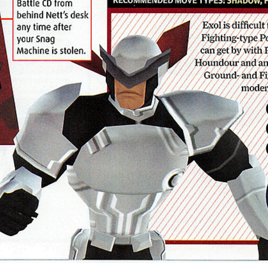
LATER When you return to Pyrite Town after receiving Nett's e-mail, you'll find the ONBS building in the middle of a hostage crisis. Cipher agents are everywhere, and when you fight through them to reach Nett's office, you'll have to face Cipher Commander Exol. If you can emerge victorious, Nett will add Phenac City to your Field Map.



Just like in the Cipher Lab, Peons will drop from above and ambush you as you make your way to Nett's office. Several carry Shadow Pokémon, and all of these Peons will be directly on the path toward Nett's office. You won't encounter any Shadow Pokémon in the other offices, but clearing them out will earn you a few items and the undying gratitude of the ONBS staff.

Boss Battle: Cipher Cmdr. Exol

RECOMMENDED MOVE TYPES: SHADOW, FIGHTING, DARK, GROUND



Exol is difficult to type-match unless you've raised a good Fighting-type Pokémon like Makuhita. Otherwise, you can get by with Pokémon like Fire-and-Dark-type Houndour and any good Ground-type Pokémon. Use Fire-, Ground- and Fighting-type attacks against Mawile, but in moderation—Mawile is a must-Snag Pokémon!

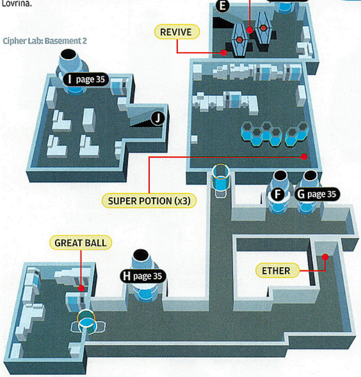
Pokémon	Level	Type
Loudred	L-23	NRM
Girafarig	L-23	NRM-PSY
Raichu	L-23	ELC

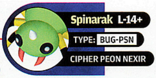


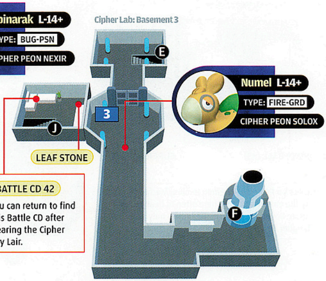
Mawile L-22+
TYPE: STL
CIPHER CMDR EXOL

3 LOCATE PROFESSOR KRANE

You will see Professor Krane on the other side of the wall here, but there is no direct route to reach him. You'll need to head deeper into the lab and claim an ID card before you can reach Professor Krane and save him from Lovrina.





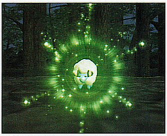


BATTLE CD 42

You can return to find this Battle CD after clearing the Cipher Key Lair.

4 GET THE ID CARD FROM THE RESEARCHER

ID CARD You'll interrupt a meeting of scientists in this lounge area, but only one has the spine to fight you. Beat Klots, taking care to Snag his Shadow Shroomish. He'll drop his ID Card as he flees the scene. Exit through the one-way door, and use the ID Card to activate the elevator at point I.



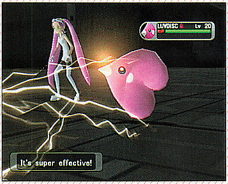
This is a good time to return to the entrance for healing. If you've already cleared the Heart Gauges of recently acquired Shadow Pokémon like Houndour and Mareep, take them to the Relic Stone for purification. They'll learn their final moves in the process, and their Fire- and Electric-type attacks could be a big help against Lovrina.



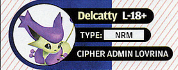
5 Boss Battle:
Cipher Admin Lovrina

RECOMMENDED MOVE TYPES: SHADOW, FIRE, ELECTRIC, FIGHTING

DATA ROM After a battle with Cipher Peon Naps, make sure your Pokémon are healed up and ready for an even tougher fight. Before you can escape with Professor Krane, Lovrina will stop you at the elevator, and insist that Krane remain to assist Cipher with its mysterious XD001 project. Her roster is even stronger than Naps's, but if you lead off with Mareep to use Thundershock against Luvdisc, and follow up with Houndour to use Ember on Beautifly and Roselia, you'll have a significant type advantage.



Pokémon	Level	Type
Luvdisc	L-20	WTR
Beautifly	L-19	BUG-FLY
Roselia	L-19	GRS-PSN

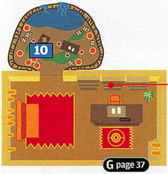


10 DUKING HAS COME BACK HOME

LATER After you visit the Poké Spots and catch a wild Pokémon or two, return to Duking's house. You'll find Duking has returned home, and is eager to trade for the three rare Pokémon you promised to look for. His trades are fairly generous, so oblige him if you can. If you're having trouble catching the Pokémon trio, there is good news: Duking's mother has started selling her Poké Snacks at Pokémarts throughout Orre!



Pyrite Town: Duking's House



BATTLE CD 22

After clearing out the Cipher Key Lair, return here to take Battle CD 22 from Duking's bookcase.

Trade with Duking

Duking wants to trade for the three wild Pokémon listed on the left side below. They are among the rarest that appear at the Poké Spots. If you have one to spare, pay Duking a visit and trade it for a Pokémon you can't find anywhere else in Orre!



Wooper WTR-GRD → **Larvitar L-20** TYPE: RCK-GRD DUKING

Catch this wild Pokémon in the Cave Poké Spot.



Surskit BUG-WTR → **Shuckle L-20** TYPE: BUG-RCK DUKING

Catch this wild Pokémon in the Oasis Poké Spot.



Trapinch GRD → **Meditite L-20** TYPE: FTG-PSY DUKING

Catch this wild Pokémon in the Rock Poké Spot.



11 HELP FIND THE LOST POKéMON

LATER When the situation in Phenac is resolved, Nett will send you an e-mail about a lost Pokémon. Talk to the Pokémon's owners and agree to help. Afterward, Nett wil notice the sand on your clothes and suggest that you speak to Perr in Gateon about a scooter upgrade.

12 RETURN BONSLY TO ITS OWNER

LATER **BONSLY CARD**

After its narrow escape at the *S.S. Libra*, Bonsly will run off into the wilds of Orre. Keep the Poké Spots stocked with snacks, because it will turn up there from time to time. When you finally manage to catch Bonsly, its owners will reward you with a Bonsly Card that you can play at Battle Bingo in Realgam Tower.

13 SECC HAS A NEW LEAD FOR YOU

When Secc e-mails you, visit him on the second floor on the ONBS building. He'll ask you to investigate the claims of a man named Hordel, who you can find at the Outskirt Stand (which Secc will add to your Field Map).

Find the new Pokémon

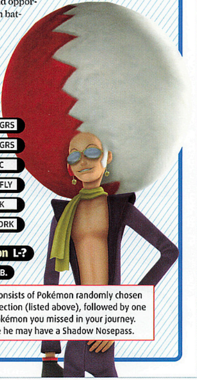
Bonsly seems to be an incredibly shy Pokémon. When you encounter it at a Poké Spot, approach it very slowly by pressing lightly on the Control Stick as you did on the *S.S. Libra*. It may take a few tries, but eventually Bonsly will feel comfortable coming back with you. Unfortunately, there doesn't seem to be any way to catch one for yourself in Orre.



Event Battle: Wanderer Miror B.

RECOMMENDED MOVE TYPES: SHADOW, FIRE, ELECTRIC, FIGHTING

Ever wonder what happens to the Shadow Pokémon that run away after you fail to Snag them? Eventually they turn up in the roster of Wanderer Miror B., who will give you a second opportunity to Snag them in a Colosseum battle. If you've missed a Shadow Pokémon, expect your Miror Radar to inform you that Wanderer Miror B. has come to Pyrite. Enter the Colosseum, fight your way up to him, and Snag that Pokémon!



Pokémon	Level	Type
Lombre	L-20	WTR-GRS
Lombre	L-20	WTR-GRS
Electrode	L-20	ELC
Hoppip	L-20	GRS-FLY
Sudowoodo	L-20	RCK
Nuzleaf	L-20	GRS-DRK

? **Shadow Pokémon L-?** WANDERER MIROR B.

Miror B.'s roster consists of Pokémon randomly chosen from his own collection (listed above), followed by one of the Shadow Pokémon you missed in your journey. Later in the game he may have a Shadow Nosepass.

Poké Spots

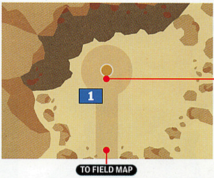
Where wild Pokémon appear.



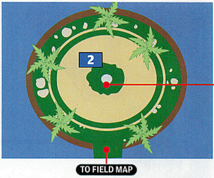
Wild Pokémon have come to Orre! After years of research, Duking has discovered three spots where wild Pokémon reside. Duking isn't the only one who knows about these secret spots, however, so you may encounter less-savory characters there, as well.



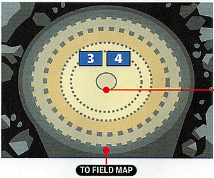
Rock Poké Spot



Oasis Poké Spot



Cave Poké Spot



1 AN ONBS SPECIAL REPORT

POKé SNACKS (x10) | SPOT MONITOR

When you arrive at the Rock Poké Spot you'll find Duking in the midst of an interview with a reporter named Pofty. Duking will ask you to join him on camera, and hand you 10 Poké Snacks to demonstrate how Poké Spots work. If you set a few of them on the stone circle behind you, Duking will give you a Spot Monitor attachment for your P★DA. This will allow you to keep tabs on the Poké Spots as you go about your quest—the monitor will inform you when a Pokémon has taken the bait. How long the Pokémon will wait at the Poké Spot depends on how many snacks you've left for it.



2 MEET DUKING AGAIN AT THE OASIS POKé SPOT

Before he leaves, Duking will mark the location of the Oasis Poké Spot on your map. When you arrive there, you'll run into him again and he'll ask for your help in catching three particular Pokémon. If you catch one, he'll happily trade for it back in Pyrite. And just for your agreeing to help, he'll mark your Field Map with the final Poké Spot.

Meet another mystery Pokémon

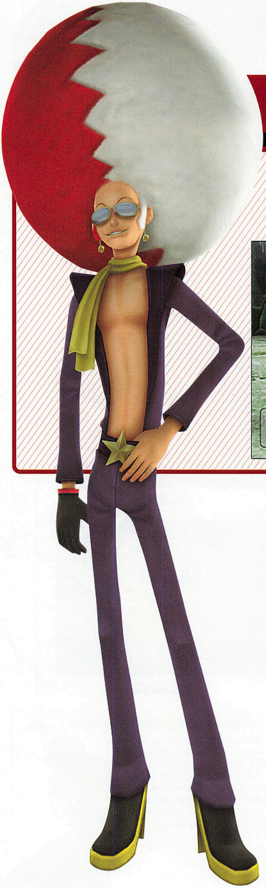
Is there a new Pokémon in Orre? Sometimes you'll respond to your Spot Monitor to find this little Munchlax gobbling up your Poké Snacks. Alas, you can't catch this one, because it already has an owner. When you encounter this Pokémon, keep it busy until its owner can show up to bring it home. Could it be some sort of pre-evolved Snorlax!?



HERBAL MEDICINE (RANDOM) | POKé SNACKS (x10)

The Munchlax belongs to the herbalist in Gateon Port. She will apologize for the confusion and offer you 10 Poké Snacks to replace the ones her Pokémon ate. She'll also throw in a free sample of Herbal Medicine from the stock at her now-open shop in Gateon's Pokémon Center.





3 FIND FOLLY AND TRUDLY, AND FACE WANDERER MIROR B.

When you first visit the Cave Poké Spot you'll run into Trudly and Folly, the pair of rogues you first met in Pyrite. They're no threat to you, but when their radar pings, it can only mean one thing: Wanderer Miror B. is in the house. Prepare for battle!

Boss Battle:
Wanderer Miror B.

RECOMMENDED MOVE TYPES: SHADOW, FLYING, BUG, GRASS

Miror B. loves Lombre! These Water-and-Grass-type Pokémon like to cast Rain Dance to boost the power of their Water-type attacks, and can also refill their health with Grass-type Mega Drain when in a pinch. A Grass-type Pokémon of your own will be resistant to both tactics, while Flying- and Bug-type Pokémon are strong against Grass-types on both offense and defense. Of course, Shadow Pokémon work well, too. Miror B.'s final Pokémon is a Level-19 Shadow Voltorb that will make a fine addition to your team.



Pokémon	Level	Type
Lombre	L-17	WTR-GRS
Lombre	L-17	WTR-GRS
Lombre	L-17	WTR-GRS



Voltorb L-19+
TYPE: ELC
WANDERER MIROR B.

4 PICK UP THE DROPPED ITEM

MIROR RADAR

When Folly and Trudly beat a hasty retreat after their boss, they'll drop their Miror Radar device. This isn't a P★DA attachment like the Spot Monitor, but it works in a similar way. When the Miror B. symbol appears on your screen, select the Miror Radar from your Key Items screen to find out where Wanderer Miror B. has appeared.

After you acquire the Miror Radar, your P★DA will alert you to an urgent e-mail from Nett. He hasn't cracked the code yet, but he still needs to see you in Pyrite Town, pronto.



Tracking Wanderer Miror B.

When the Miror B. symbol appears on your screen, go to the Key Items section in your inventory to see where Wanderer Miror B. has turned up. He typically visits towns only for Pokémon battles, so when you arrive at the designated location head straight for the Colosseum. If Folly and Trudly are waiting in the lobby, you've found the right spot! Enter the Colosseum for a chance to Snag one of Miror B.'s Shadow Pokémon, or a random one that you failed to Snag earlier.



Phenac City

A gorgeous city in the desert with bounteous water.



A shimmering oasis in the heart of the desert, Phenac City is well-regarded for both the beauty of its architecture and the kindness of its citizens. Lately, however, its people have been acting strangely and its businesses are being abandoned. Could this have something to do with Cipher?



1 WELCOME TO PHENAC CITY; NOW PLEASE LEAVE

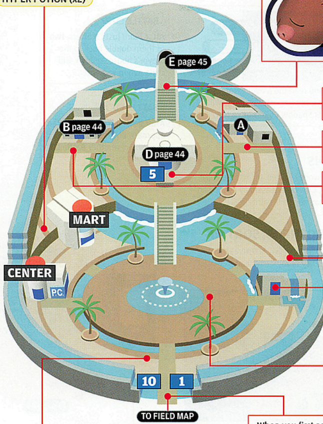
DISC CASE | BATTLE CD 01 | BATTLE CD 07 | BATTLE CD 20

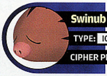
The moment you set foot in Phenac City, an enthusiastic local will give you a Disc Case and some Battle CDs before adding Realgam Tower to your Field Map. She won't let you go any farther until you visit Realgam Tower, so make a quick stop there before you return to Phenac. (If you're eager to see Phenac, you can leave immediately after arriving at Realgam Tower.)

2 GET THE MUSIC CD AND TAKE A REST

LATER The housekeeper in the mayor's house won't let you explore the building, so head to the house on the right side of the higher level for some of that famous Phenac hospitality. The kindly owner will offer you his bed and will even let you take the Music Disc that's sitting on the table. If your Pokémon are wounded, rest up now or you might regret it later.

Phenac City: Outside





After discovering the truth about Cipher's plan, battle Fostin to gain access to the stadium and get a shot at a Shadow Swinub.

BATTLE CD 08 Defeat Purpsix (in disguise as Justy)—he'll drop a Battle CD.

BATTLE CD 19 Defeat Resix (in disguise as Justy)—he'll drop a Battle CD.

BATTLE CD 28 Defeat Greesix (in disguise as Justy)—he'll drop a Battle CD.

ULTRA BALL (x3)

BATTLE CD 10 Once life has returned to normal in Phenac City, you can find a Battle CD in the bookcase in this house.

BATTLE CD 15 After your Snag Machine is stolen, stop the Castform running around the fountain; it will give you a Battle CD.

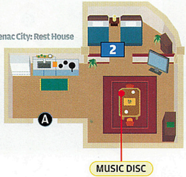
BATTLE CD 16 Defeat Blusix (in disguise as Justy)—he'll drop a Battle CD.

When you first arrive in Phenac City, you'll find the Pokémon Center deserted and the shop sealed. After reading the Mayor's Note, you'll be able to get into the shop by defeating the Trainer who blocks the entrance. You'll need to foil Cipher's plans for Phenac before you can use the Pokémon Center.

POKéMART 1F	
ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
FULL HEAL	600
GREAT BALL	600
HYPER POTION	1,200
ICE HEAL	250
PARALYZE HEAL	200
POKé BALL	200
POKé SNACK	300
REVIVE	1,500
SUPER POTION	700
ULTRA BALL	1,200

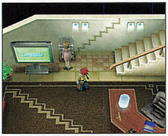
POKéMART 2F	
CALCIUM	9,800
CARBOS	9,800
HP UP	9,800
IRON	9,800
PROTEIN	9,800
ZINC	9,800

Phenac City: Rest House

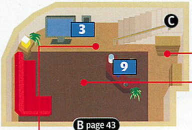


3 GETTING PAST THE HOUSEKEEPER

Hand the Music Disc to the housekeeper; you'll be able to sneak up to the mayor's room while she's enjoying the tunes. Beside the bed you'll locate the Mayor's Note, which will give you some insight into Cipher's plans. While you're reading the note, prepare to defend yourself from the housekeeper, who will do anything to keep the Mayor's Note from getting to Justy.



Phenac City: Mayor's House 1F



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Phenac City: Mayor's House 2F



MAYOR'S NOTE

BATTLE CD 12
Once Phenac City has returned to normal, you can search the mayor's bookcase for a Battle CD that Cipher left behind.



Pineco L-22+
TYPE: BUG
CIPHER PEON GONRAG

After you read the Mayor's Note, you'll find a Cipher imposter waiting, with another Shadow Pokémon in tow.

BATTLE CD 27
After Team Justy scatters, two of them double back to the mayor's house. Yellosix will strike when you enter.

BATTLE CD 32
After beating Yellosix, you can approach and challenge Browsix for another Battle CD.



Snorunt L-20+
TYPE: ICE
CIPHER PEON EXINN

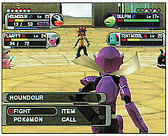
After you read the Mayor's Note, the housekeeper will reveal her true identity and challenge you to a battle. She has several strong Pokémon, including a Shadow Snorunt!

4 THE CIPHER TAKEOVER BEGINS

It seems Cipher's plans were much farther along than anyone realized. In fact, there are more Cipher imposters than there are citizens in Phenac City! Defeat as many as you can and rest in the kindly old man's home when your Pokémon need a breather.

5 RETURN OF THE HEXAGON BROTHERS, SORT OF

As you leave the mayor's house, you'll run into "Team Justy," formerly known as the Hexagon Brothers. All six have disguised themselves as Justy decoys, and scattered throughout the town to confuse you.



The Hexagon Brothers have the same Pokémon as before, so you can catch any of their Shadow Pokémon you missed.

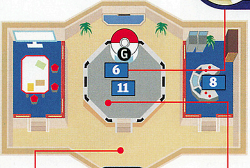


Each of the Hexagon Brothers drops a Battle CD when defeated, so seek them out and collect them all!



Meowth L-22+
TYPE: NRM
CIPHER PEON FOSTIN

Phenac City: Pre Gym 1F



D page 43



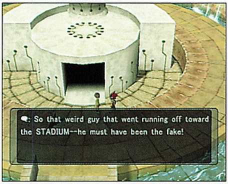
Natu L-22+
TYPE: PSY-FLY
CIPHER PEON ELOIN



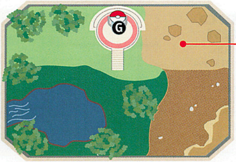
Roselia L-22+
TYPE: GRS-PSN
CIPHER PEON FASIN

6 BATTLE CIPHER IN THE PRE GYM

The Pre Gym is being guarded by three Cipher Peons, and each has a Shadow Pokémon in his or her roster. You'll learn that the real residents of Phenac City are locked in the gym's basement, but no one here has the Elevator Key. Ask the kid outside which direction the decoy ran—he'll give you a clue.



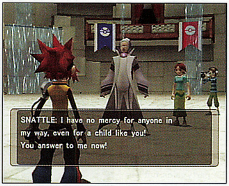
Phenac City: Pre Gym Basement



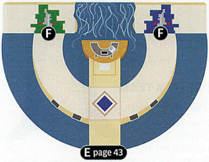
BATTLE CD 35
After freeing the people of Phenac City, return to the gym's basement to find a Battle CD in the sand.

7 HEAD TO PHENAC STADIUM

Phenac Stadium was abandoned when Realgam Tower was built, making it an ideal Cipher hideout. Two Cipher Peons (each with a Shadow Pokémon) will attack you at the entrance. After the battle you can return to town to heal before you approach the center, where you'll face the one-two punch of Cipher Peon Egrog (with a Shadow Seel) and Cipher Admin Snattle.

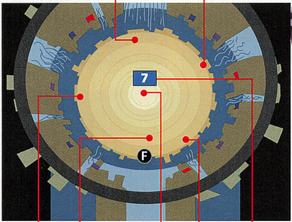


Phenac City: Phenac Stadium Lobby



BATTLE CD 44 Return to Phenac Stadium after clearing out the Cipher Key Lair; you'll find a Battle CD has been dropped here.

Phenac City: Phenac Stadium





Spearow L-22+
TYPE: NRM-FLY
CIPHER PEON EZIN



Grimer L-22+
TYPE: PSN
CIPHER PEON FALTLY



Seel L-22+
TYPE: WTR
CIPHER PEON EGROG

Boss Battle: Cipher Admin Snattle

RECOMMENDED MOVE TYPES: GRASS, SHADOW, GROUND, FIGHTING



Nothing beats a good Grass-type Pokémon when you're going up against Snattle. Grass-types are strong against most of Snattle's lineup and they have no particular weaknesses. Ground- and Fighting-types are far less useful, but they're better than most other types. If you have trouble here, just fill your roster with Shadow Pokémon, since they're great against all of Snattle's Pokémon except Lunatone, which you don't want to KO anyway.

Pokémon	Level	Type
Lanturn	L-26	WTR-ELC
Quagsire	L-26	WTR-GRD
Castform	L-27	NRM
Metang	L-28	STL-PSY

Lunatone L-25+
TYPE: RCK-PSY
CIPHER ADMIN SNATTLE

8 FREE THE PEOPLE OF PHENAC

After defeating Snattle, head back to the Pre Gym and use the Elevator Key at the control panel on the right side of the room. Take the elevator down to the basement and meet the grateful people of Phenac City.

Among the citizens is one out-of-towner, the Day Care lady from Agate Village. After you free her, the Pokémon Day Care will be open for business.



9 GO SEE THE MAYOR AT HIS HOUSE

EXP SHARE

When you visit the mayor at his home he will present you with the Exp. Share item. Give it to a Pokémon on your team to make it gain EXP even if it doesn't fight! You can also grab a Battle CD from the mayor's bookcase.

10 THE LOCATION IN THE DESERT

Justy will inform you of a location in the desert to check out, and various townspeople will be able to fill in the details of Cipher's operations there.

Drive out there when your business is done in Phenac, but don't expect to make it without trouble. When your scooter gets stuck, you'll receive an e-mail from Nett that points out the way.



Share experience



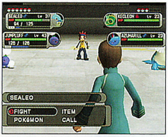
Exp. Share is one of the best items you can give to a Pokémon. A Pokémon that holds it will gain a full share of the EXP earned in battle even if it didn't participate. And if it *did* participate, it will get a double share! The item doesn't increase the total amount of EXP your party gains, but it is a great way to rapidly level up low-level Pokémon that are too weak to withstand actual combat.

11 BATTLE JUSTY'S PRE GYM TEAM

LATER | LUM BERRY | TM 32 (DOUBLE TEAM)

Once Justy e-mails you about the Pre Gym being open, you can challenge him and his team to battle. The first four Trainers' Pokémon are between Levels 21 and 24, and nearly all of them use moves to increase their Evasiveness early in the fight. Hit them fast with high-Accuracy moves and can't-miss attacks like Shock Wave.





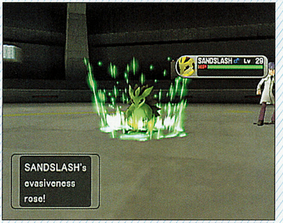


Event Battle:
Pre Gym Leader Justy

RECOMMENDED MOVE TYPES: SHADOW, ICE, WATER

Clearly the theme of the Pre Gym is Evasion, and Justy's four Level-29 Pokémon take no exception. They spend so much time casting Evasiveness-boosters like Double Team that the real challenge is not surviving, but hitting them at all. Ice- and Water-type moves are best here, but in many cases a move's Accuracy is more important than its power or type. Remember that in the Pokémon menu you can select Summary, then press A on the third page to review the Accuracy of your moves. Any move that doesn't have an Accuracy of 100 is probably a waste of a turn. Note that Shadow moves are both accurate and highly effective.

Pokémon	Level	Type
Cacnea	L-29	GRS
Sandslash	L-29	GRD
Gligar	L-29	GRD-FLY
Nosepass	L-29	RCK

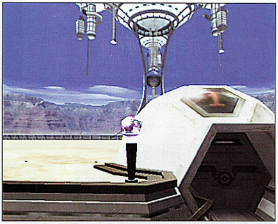


Realgam Tower

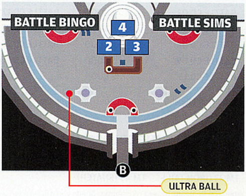
A members-only tower jam-packed with entertainment.



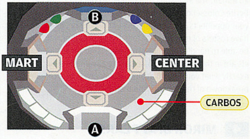
Realgam Tower is the ideal vacation spot for any Pokémon Trainer, even when the Colosseum is closed. Other attractions include the Battle Bingo strategy game and a new series of advanced Battle Sims. In addition to winning prizes in the tower, you can buy some great TMs at the Pokémart.



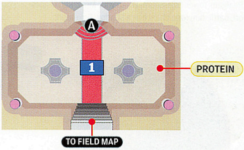
Realgam Tower: Main Lobby



Realgam Tower: Intersection



Realgam Tower: Entrance



1 RUN INTO FOLLY AND TRUDLY AGAIN

When you enter Realgam Tower you'll find Folly and Trudly in the midst of a conversation about how much they hate Battle CDs. Their loss is your gain, as your new Disc Case allows you to pick up the Battle CDs they discard throughout Orre.

POKéMART	
FULL HEAL	600
HYPER POTION	1,200
REVIVE	1,500
TM 10 (HIDDEN POWER)	3,000
TM 14 (BLIZZARD)	5,500
TM 15 (HYPER BEAM)	7,500
TM 16 (LIGHT SCREEN)	3,000
TM 17 (PROTECT)	3,000
TM 20 (SAFEGUARD)	3,000
TM 25 (THUNDER)	5,500
TM 33 (REFLECT)	3,000
TM 38 (FIRE BLAST)	5,500

This store allows you to buy multiple copies of TMs.

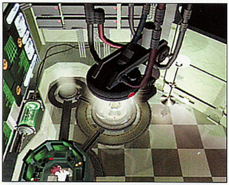
Find Battle CDs

As the game progresses, Folly and Trudly will drop Battle CDs in various locations (including some places you've already visited), and you'll be allowed to start taking them from the bookcases in many buildings. You'll also receive Battle CDs as prizes from Trainer battles and as rewards from certain characters. There are 50 CDs in all.



2 GAMES ARE OPEN, BUT THE COLOSSEUM IS CLOSED

The Realgam Colosseum is closed for maintenance, but you can do plenty of fun things until it reopens. You can buy more Battle CDs at the counter in the Battle Sims room, and play the ones you've already collected to earn prizes. You can also play Battle Bingo, which earns you coupons that you can redeem at Mt. Battle. See the next page for the basics of each game, or flip to page 101 for a more detailed look at these challenging minigames.



Basics of Battle Sims

Here you can engage in the virtual Pokémon battles saved on your Battle CDs. These are far more difficult than the simulations available in the Pokémon HQ Lab, as each CD offers a puzzle that you can solve only by using the exact correct sequence of moves within a limited number of rounds. Whenever you beat a CD for the first time, you'll win a prize!

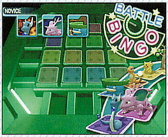
BATTLE SIMS COUNTER

BATTLE CD 02	1,000	BATTLE CD 17*	1,000
BATTLE CD 03	1,000	BATTLE CD 25*	1,000
BATTLE CD 04	1,000	BATTLE CD 26*	1,000
BATTLE CD 09*	1,000	BATTLE CD 30*	1,000
BATTLE CD 13*	1,000		

*You won't be able to purchase these until you have beaten certain other Battle CDs.

Basics of Battle Bingo

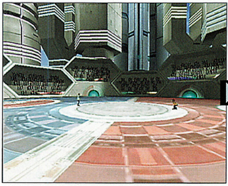
For 500 Poké Dollars, you can purchase a Battle Bingo card. You'll earn coupons based on the amount of bingos you can score on each card, topping off at 200 coupons for all 10 bingos at the novice level. You begin with a single Pokémon, and must complete successive challenges to fill rows and score bingos. Use your Pokémon in battles against types they are strong against, and use Master Balls to catch the Pokémon you can't beat. If you plot your moves carefully so that you have Master Balls and EP to spare at the end, you'll win even more coupons! When you complete all three novice cards, the next rank will become available.

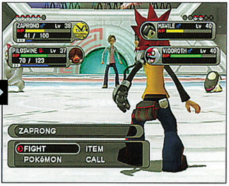


3 BATTLE THE COLOSSEUM

LATER TM 19 (GIGA DRAIN) TM 22 (SOLARBEAM) TM 23 (IRON TAIL) TM 49 (SNATCH)

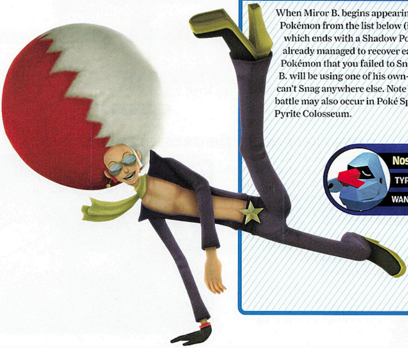
When the Realgam Tower Colosseum reopens you will receive an e-mail. The Realgam Colosseum uses the same rules as the Pyrite Colosseum, but is significantly more challenging. All of your opponents will be using Level-40 Pokémon, although most have rosters of only three or four. Because of that, you should be able to handle this Colosseum when your own Pokémon levels are in the mid-30s. If you want the advantage of knowing exactly what you'll be up against, see page 75 for a complete breakdown of the Trainers and their Pokémon.





4 MIROR B. APPEARS

LATER When you grow too strong for the Pyrite Colosseum, Miror B. will begin appearing in the Realgam Tower Colosseum. When your Miror Radar goes off, battle him for a chance at a Shadow Pokémon!



Event Battle: Wanderer Miror B.

RECOMMENDED MOVE TYPES: SHADOW, FIRE, BUG, POISON

When Miror B. begins appearing at the Realgam Tower Colosseum, he'll have a roster led by Pokémon from the list below (it almost always includes at least one Ludicolo and Lombre), and which ends with a Shadow Pokémon. If you've already managed to recover each of the Shadow Pokémon that you failed to Snag earlier, Miror B. will be using one of his own—a Nosepass you can't Snag anywhere else. Note that the Nosepass battle may also occur in Poké Spot areas or Pyrite Colosseum.

Pokémon	Level	Type
Lombre	L-40	WTR-GRS
Ludicolo	L-40	WTR-GRS
Electrode	L-40	ELC
Jumpluff	L-40	GRS-FLY
Sudowoodo	L-40	RCK
Shiftry	L-40	GRS-DRK

Nosepass L-40+
TYPE: RCK
WANDERER MIROR B.



Shadow Pokémon L-?
WANDERER MIROR B.

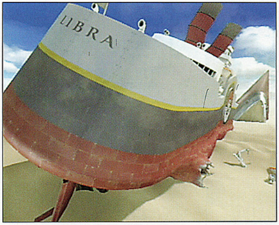
Miror B.'s roster consists of Pokémon randomly chosen from his own collection (listed above), followed by one of the Shadow Pokémon you missed on your journey.

S.S. Libra

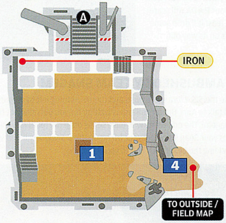
The missing Pokémon cargo ship.



The *S.S. Libra* has been found at last! Looted, destroyed and dumped in the desert, the *Libra* probably won't be returning to the high seas any time soon. Nevertheless, there are signs of recent Cipher activity on its decks. Perhaps the recovery team missed something?

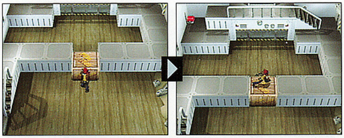


S.S. Libra: Hull Basement 1A

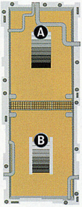


1 PUSH BLOCKS

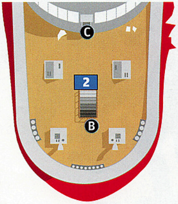
To get through the decks of the *S.S. Libra*, you'll need to push the boxes on the lower levels to fill the gaps in the upper levels. Note that you can drop from the upper level at any point, and you'll need to do so to maneuver some boxes into the proper positions. If you get a box stuck in a corner, leave the room to reset its position.



S.S. Libra: Hull Basement 2A

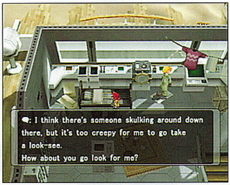


S.S. Libra: Main Deck

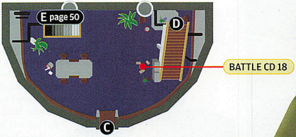


2 CHECK OUT THE HULL

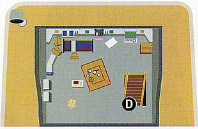
Gorigan and a pair of his Cipher Peons will intercept you when you reach the main deck. After fighting through several of a Peon's Level-27 Pokémon, a kindly local will lead you to the upper deck and allow you to use his bed. In return he'll ask you to fully explore the ship's hold. Until you do, he won't allow you to leave the ship.



S.S. Libra: Main Deck Interior



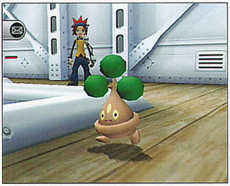
S.S. Libra: Upper Deck

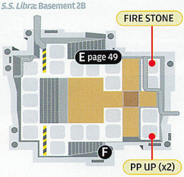


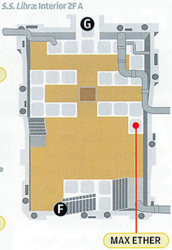


3 BONSLY APPEARS!

Hey, it's Bonsly! The skittish little Pokémon is waiting at the far end of the hold, and will run away as soon as you approach. To catch it, you'll need to walk slowly (by applying less pressure to the Control Stick) and sneak up behind it. Just when you're about to catch it, however, the ping of your P★DA will scare it off. At least it'll drop some Leftovers on its way out.

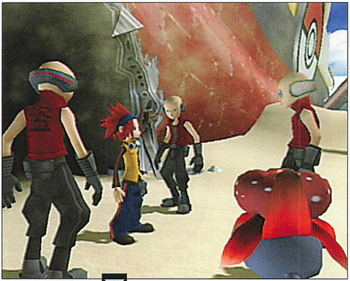


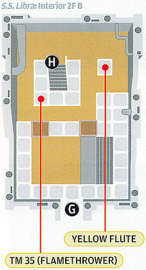


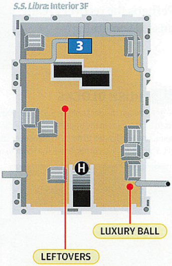


4 AMBUSHED BY TEAM SNAGEM

Looks like the *S.S. Libra* was a bust, and there's nothing left to do but head back to Gateon Port and talk to Anri. But an ambush is waiting for you outside—not from Cipher, but from . . . Team Snagem? The odd name will make sense once the team hits you with sleeping powder and grabs your Snag Machine! Your friend on the *S.S. Libra* will find you, and set you on their trail by adding the Cipher Key Lair to your map.



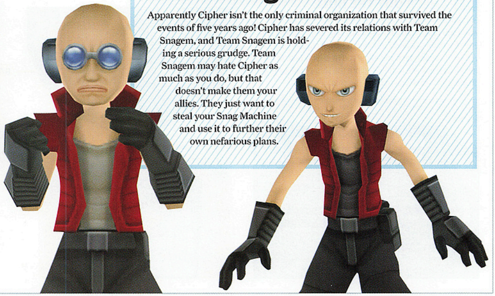






Team Snagem returns!

Apparently Cipher isn't the only criminal organization that survived the events of five years ago! Cipher has severed its relations with Team Snagem, and Team Snagem is holding a serious grudge. Team Snagem may hate Cipher as much as you do, but that doesn't make them your allies. They just want to steal your Snag Machine and use it to further their own nefarious plans.



Cipher Key Lair

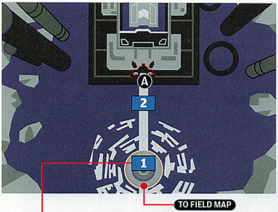
The Shadow Pokémon factory.



The Cipher Key Lair is a secret factory that transforms the Pokémon stolen from the *S.S. Libra* into Shadow Pokémon that Cipher members can use or sell. Security is tight in the lair, and you won't be allowed inside on your first visit. It's better to return later anyway, when you can rescue dozens of Shadow Pokémon with your recovered Snag Machine.

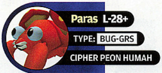


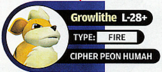
Cipher Key Lair: Entrance





The first time you fight Zook, you won't have the Snag Machine. But you'll get another chance at his Zangoose very soon.

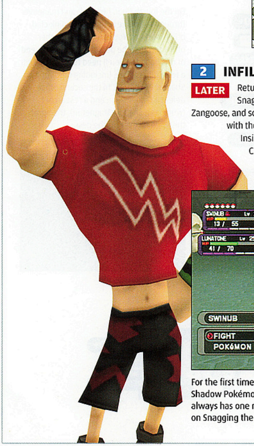




1 THUG ZOOK AT THE ENTRANCE

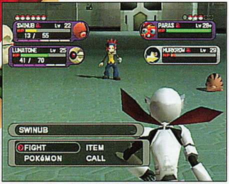
Zook, who you last met in Gateon City, is responsible for guarding the entrance to Cipher Key Lair. Even after you beat him in your first battle, the guards won't let you pass. Make for the bridge out of town; and Secc will e-mail you with further instructions.





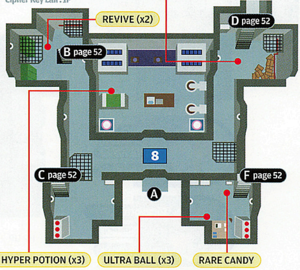
2 INFILTRATE THE LAIR

LATER Return to the Lair after you've recovered your Snag Machine. You can then Snag Zook's Zangoose, and some friends will appear to help you deal with the two bodybuilders that block the way. Inside the lair you'll have to defeat a legion of Cipher Peons, and a great many of them are packing Shadow Pokémon. Get Snagging and make up for lost time!



For the first time, you'll encounter Trainers that wield two Shadow Pokémon. Try to arrange things so your opponent always has one regular Pokémon on the field. Concentrate on Snagging the Shadow Pokémon one at a time.

Cipher Key Lair: 1F



3 RETURN OF THE SLIDING BLOCKS

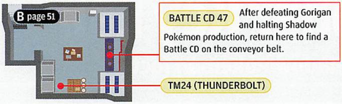
The stairway marked C on the map leads to the west wing of the compound, where you'll find a pair of treasure chests. Slide the block in one direction to get one treasure, then go back downstairs and up again. The block will return to its original location, allowing you to push it the other way. You'll need to use a similar strategy to reach both the E and F staircases on the other side of this floor.

4 THE SUN AND MOON GATES

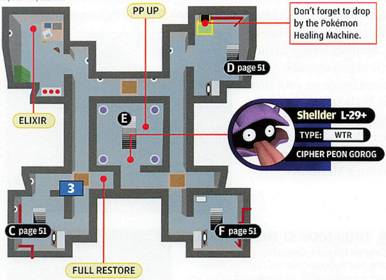
To open the locked gates on this floor you'll need to slide the blocks onto the floor panels with the sun and moon marks. Once the moon door is open (at the north end of the floor), go through it and down the passageway to reach the correct side of the other block. Once the blocks are in place, their location will not reset when you leave the floor.



Cipher Key Lair: Basement

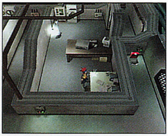


Cipher Key Lair: 2F

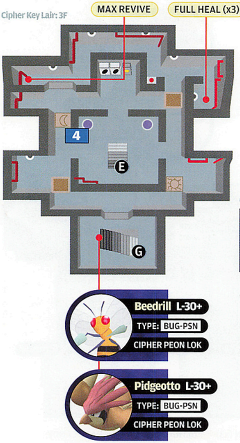


5 GET THE SYSTEM LEVER IN THE OFFICE

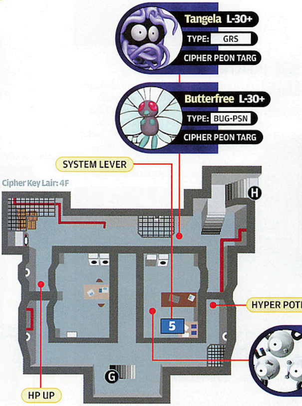
On the fourth floor, head left and maneuver through the office with the two pink-clad office workers. You can reach the other office through the passage at the north end of this floor, but you'll need to fight through a few Cipher Peons (including one with two Shadow Pokémon). In the second office, defeat a Cipher Peon and a researcher (who has a Shadow Magneton), then grab the System Lever off the desk.

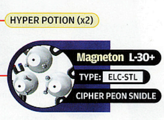


Cipher Key Lair: 3F

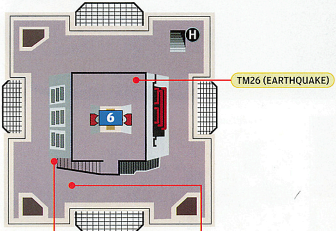


Cipher Key Lair: 4F





Cipher Key Lair: Rooftop

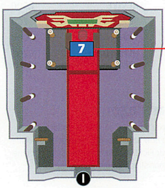


Venomoth L-32+
TYPE: BUG-PSN
CIPHER PEON ANGIC

Arbok L-33+
TYPE: PSN
CIPHER PEON SMARTON

Weepinbell L-32+
TYPE: GRS-PSN
CIPHER PEON ANGIC

Cipher Key Lair: Rooftop Office

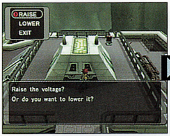


SHADOW POKéMON LIST

After defeating Gorigan, you can pick up a list of converted Pokémon for your P★DA Shadow Monitor. Now you know exactly how many are left!

6 RAISE THE VOLTAGE

The door to the building's main office is locked, but a researcher named Acrod on the roof will blab a method to open it. After you defeat him in battle, use the System Lever at the generator and opt to raise the voltage, shutting down the Shadow Pokémon assembly line and opening the office door. Heal if necessary; you'll face a tough fight with a Cipher Peon on the way down to the rooftop. His Pokémon include a Shadow Arbok.





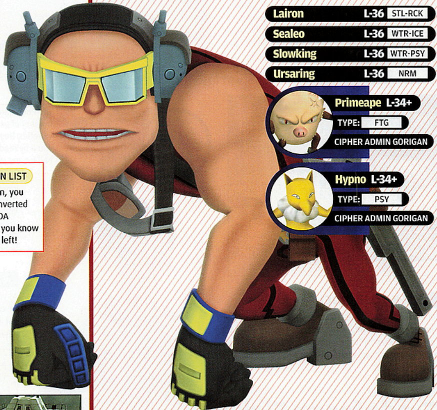
7 Boss Battle: Cipher Admin Gorigan

RECOMMENDED MOVE TYPES: SHADOW, FIGHTING, FLYING, GRASS, BUG

Although Gorigan has no Ground-type Pokémon, he is very fond of having Lairon use the Ground-type Earthquake move. Lairon's heavy usage of the Protect move (which negates all attacks against its target) will prevent you from eliminating the Pokémon quickly, so you'll amost certainly face a tremor or two. Flying-type Pokémon are immune to Ground-type attacks, and Grass-types have partial resistance, making these two the best choices for dealing with Water-types Sealeo and Slowking. Spread your attacks around so Protect won't ruin your whole turn, but do try to eliminate Lairon before you get to the Shadow Pokémon, the last two entries in Gorigan's roster.



Earthquake is a dangerous move in Double Battles. It hits everyone but the user, potentially KO'ing Gorigan's Shadow Pokémon before you can Snag them! If you can't KO Lairon before the Shadow Pokémon appear, try to put it to sleep to prevent future Earthquakes.



Pokémon	Level	Type
Lairon	L-36	STL-RCK
Sealeo	L-36	WTR-ICE
Slowking	L-36	WTR-PSY
Ursaring	L-36	NRM

Primeape L-34+
TYPE: FTG
CIPHER ADMIN GORIGAN

Hypno L-34+
TYPE: PSY
CIPHER ADMIN GORIGAN

8 A SHADOW POKéMON HAS BEEN STOLEN

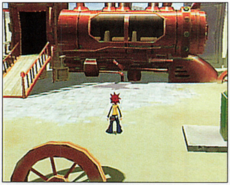
On your way out of the Cipher Key Lair, you will overhear the workers on the first floor talking about how two guys came in and stole the last Shadow Pokémon. Ask them about it afterward—they'll reveal that the missing Pokémon is Dragonite.

Outskirt Stand

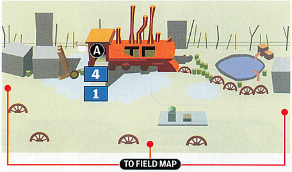
A lonely gas station in the desert.



ONBS has heard that a Cipher whistleblower named Hordel is hiding out in this desolate desert outpost. Secc suspects a trap, but Hordel is for real and he can help you to find and infiltrate the hideouts of both Cipher and Team Snagem.



Outskirt Stand: Outside

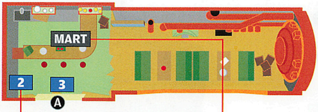


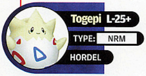
1 WANDERER MIROR B. RETURNS

When you arrive at the Outskirt Stand you'll find Wanderer Miror B. waiting for you. Prepare for a fight with his usual mix of Grass-and-Water-type Pokémon, topped off this time by a Shadow Nosepass. You can't Snag it without your Snag Machine, but you will have another shot at Shadow Nosepass later. In the meantime, use Poison-, Grass- or Shadow-type Pokémon to tear through his roster.



Outskirt Stand: Interior





The Pokémart here offers a number of exotic Poké Ball varieties. Buy a few of each so you'll be ready with an ideal ball for any situation.

POKéMART	
FULL HEAL	600
HYPER POTION	1,200
NEST BALL	1,000
NET BALL	1,000
POKé SNACK	300
REVIVE	1,500
SUPER POTION	700
TIMER BALL	1,000
ULTRA BALL	1,200

2 TALK TO HORDEL

Hordel left Cipher after a crisis of conscience and is now willing to help you bring them down. He has only one favor to ask of you in return: take his Shadow Togepi and purify it for him. You'll need an extra slot to accept it and there's no PC nearby, so you may need to come back for it later.

Trade for an Elekid

In exchange for his purified Togepi, Hordel will give you a Level-20 Elekid named Zaprong. The Elekid comes with an unusual assortment of moves: Ice Punch, Fire Punch, Thunderpunch and Cross Chop, making it an extraordinarily versatile battler. It's worth putting some time into raising this one.



3 TEAM SNAGEM HIDEOUT

When you head out the door, you'll receive another e-mail from Secc. Between Hordel and Secc, you now have enough information to locate Team Snagem's hideout on your Field Map. Recover the Snag Machine before another Shadow Pokémon slips through your fingers!

4 CHALLENGE RIDER WILLIE

As you step off the train, Rider Willie will challenge you with his party of Level-24 Zigzagoon and Linoone. They shouldn't cause you much trouble, but a good Fighting-type Pokémon will make the battle go quickly. Whenever you speak to Willie afterward, he'll challenge you to a rematch.



Snagem Hideout

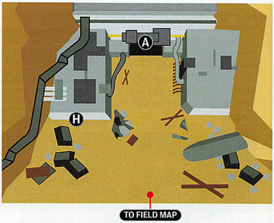
Team Snagem's base.



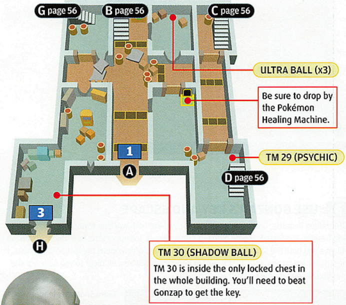
Team Snagem's base looks like a disaster area, but that hasn't stopped the group from rebuilding the organization to its former strength. Team Snagem is very much alive and well, and Snagem Head Gonzap has no intention of returning your Snag Machine without a fight.



Snagem Hideout: Outside



Snagem Hideout: 1F

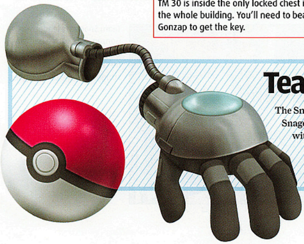


1 BATTLE THE TEAM SNAGEM MEMBERS

Team Snagem's hideout is packed with Trainers, and each member has four or five Pokémon with levels in the high 20s. At least they stand out in the open with some semblance of honor instead of dropping from ceilings like the members of a certain other criminal organization. The battles are tough, but the Pokémon Healing Machine on the first floor will never be far away.



The members of Team Snagem are as talented at thievery as they are at training Pokémon. They don't have any Shadow Pokémon for you to recover, but the treasure boxes contain a lot of great loot.



Team Snagem and the Snag Machine

The Snag Machine Professor Krane created is not the first device of its kind. Five years ago Team Snagem developed the first Snag Machine in this very building. At the time Snagem was working with Cipher, but one of the Snagem members defected, stole the device and used it to help stop Cipher's devious plans. Gonzap was the leader of Team Snagem even then, and he's still bitter about his defeat at the defector's hand. It's no wonder he wants this thing so badly.

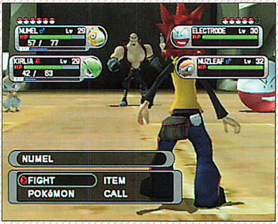
2 Boss Battle:
Snagem Head Gonzap

RECOMMENDED MOVE TYPES: SHADOW, FIRE, DARK, ROCK, FLYING, GRASS

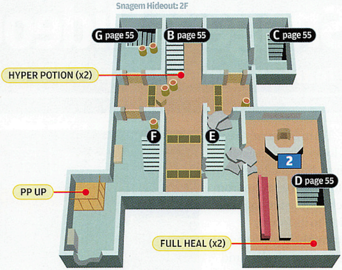
SNAG MACHINE | GONZAP'S KEY

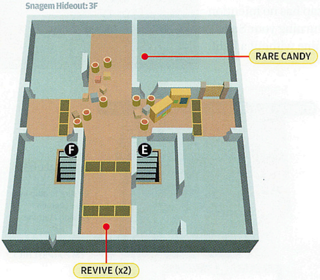
Gonzap has an impressively varied roster of Pokémon, and you'll need to type-match carefully if you hope to stop him. His first few Pokémon are fairly straightforward, but his last two have both the highest levels and the most difficult combination of types. Only a Grass-type will have any significant advantage against Whiscash, and only a Fire-type can trump Skarmory's Steel-and-Flying-type combination. Figure out which of your Pokémon have the best chance of penetrating Whiscash and Skarmory's defenses, and keep them in reserve until the end of the fight.

Pokémon	Level	Type
Electrode	L-30	ELC
Nuzleaf	L-32	GRS-DRK
Vileplume	L-30	GRS-PSN
Whiscash	L-31	WTR-GRD
Skarmory	L-32	STL-FLY



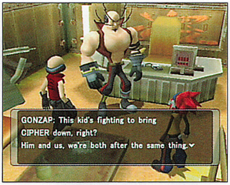






3 USE GONZAP'S KEY AND ESCAPE

After falling in battle, Gonzap will realize that you are both working toward the same goal (and besides, the Snag Machine didn't fit him anyway). To support the new alliance, Gonzap will give you both the Snag Machine and Gonzap's Key, which opens the locked chest near the smaller entrance on the first floor. His henchmen will be a lot nicer to you now, but the ones you haven't fought will still want to battle.



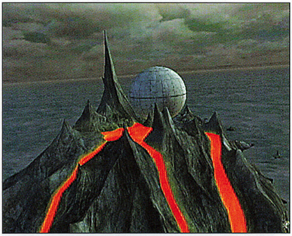
Team Snagem's leader, Gonzap, isn't such a bad guy after all. Later, you'll find that he can be a great ally in your struggle to take down Cipher.

Citadark Isle

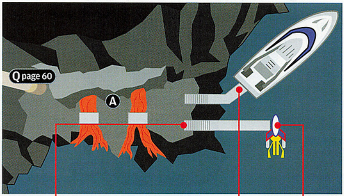
A fortress that repels all with cruel waves and thick clouds.



Shrouded in mist and protected by unusually violent waves, Citadark Isle hasn't seen a visitor in years . . . or so it was thought. But Greevil and his Cipher cronies found a way of reaching Citadark Isle long ago, and have constructed a vast high-tech facility to harness the power of the volcano. The facility's exact purpose remains a mystery to all but the Cipher elite.



Citadark Isle: Outside



Golduck L-33+ | TYPE: WTR | NAVIGATOR ABSON

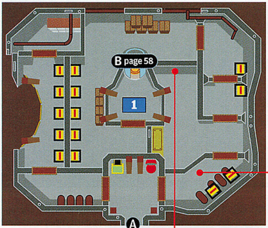
Sableye L-33+ | TYPE: DRK-GHO | NAVIGATOR ABSON

BATTLE CD 31 — The sailor near the yacht is impressed with your ride. If you tell him you'll let him drive it sometime, he'll give you a Battle CD.

1 BATTLE TO THE ELEVATOR

The outside elevator is locked, so you'll have to head into the compound and move counterclockwise through the room to reach the internal elevator. There are several tough Trainers on the way, and Lovrina is waiting for a rematch by the elevator.

Citadark Isle: 1F



Dodrio L-34+ | TYPE: NRM-FLY | CHASER FURGY

Raticate L-34+ | TYPE: NRM | CHASER FURGY

Boss Battle: Cipher Admin Lovrina

RECOMMENDED MOVE TYPES: SHADOW, FIRE, BUG, ICE

If you have any Bug-type attacks available, use them—they'll be great for getting past Gardevoir and Roselia. An Electric-type Pokémon can blast Gorebyss and soften up both Farfetch'd and Altaria. Use low-powered attacks, though, so you don't risk knocking out the Shadow Pokémon!

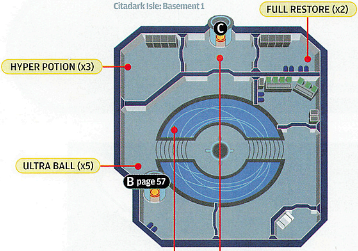
Pokémon	Level	Type
Gardevoir	L-36	PSY
Gorebyss	L-36	WTR
Roselia	L-37	GRS-PSN

Farfetch'd L-36+ | TYPE: NRM-FLY | CIPHER ADMIN LOVRINA

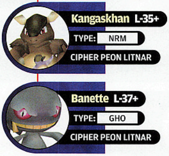
Altaria L-36+ | TYPE: DRG-FLY | CIPHER ADMIN LOVRINA



Citadark Isle: Basement 1

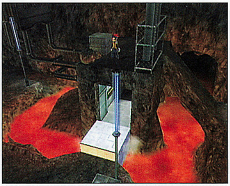


Cipher researchers are hard at work creating a massive wave pool to keep ships away from Citadark Isle. That explains the famously violent waves that have kept this base a secret all this time. Good thing you had the Robo Kyogre to brave the rough seas.



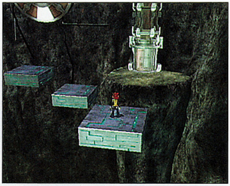
2 GETTING ACROSS THE LAVA

The elevator in the basement leads deep into the heart of the volcano, where rivers of lava are blocking the path to both the exit and a pair of treasure chests. To proceed, push each of the four large white boxes into the lava, where they'll block the flow. When the last white box falls into place to form a bridge, a Cipher Peon with a pair of Shadow Pokémon will appear and challenge you.

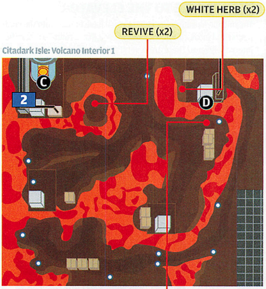


3 RIDE THE MOVING PLATFORMS

Battle your way through the volcano interior, picking up a few items and two Shadow Pokémon. Once you reach the cavern, you'll see moving platforms to either side of you. The one on the right leads to an item, while the one on the left will take you to a ground-floor path that leads to the next elevator and passes a box with three (!) Rare Candies.

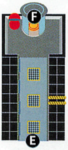


Citadark Isle: Volcano Interior 1





Citadark Isle: PC Room

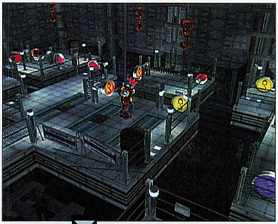


Citadark Isle: Heal Room



4 USE THE CRANES THEN DROP

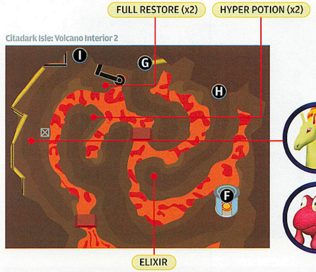
Cipher must have hired Dr. Kaminko to design this floor, because it uses the same principles as the crane room in his lab. Ride the cranes to the elevator marked M, grabbing the Timer Balls along the way. You can't get to the Max Revive or Revives with the cranes, but you can drop to them from the pits on the level above (lettered on the maps).

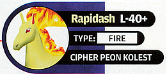




Drop through the upper-right hole on the left side of the dividing wall to reach the chest that contains the Max Revive, and take the orange crane to get back out. Drop through the last hole before the elevator to reach the Revives and the light-blue crane.

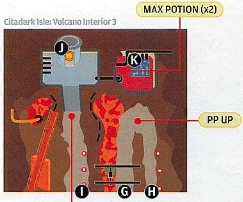
Citadark Isle: Volcano Interior 2

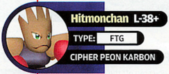






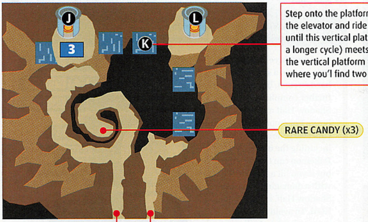
Citadark Isle: Volcano Interior 3







Citadark Isle: Cavern

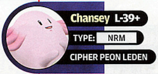


Step onto the platform to the right of the elevator and ride it back and forth until this vertical platform (which is on a longer cycle) meets up with it. Ride the vertical platform to a secret room where you'll find two Max Potions.

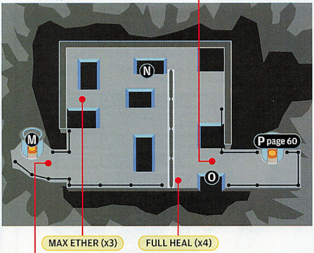
PP MAX

These paths connect at a small external ledge. There are no battles there, and you'll find a PP Max in a treasure chest.

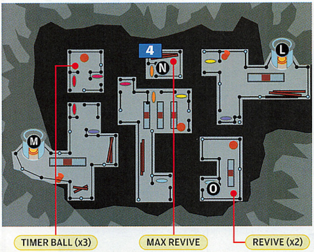




Citadark Isle: Upper-Level Crane Room

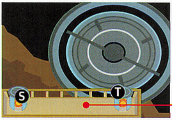


Citadark Isle: Lower-Level Crane Room





Citadark Isle: Main Control Room Side Entrance



Dugtrio L-40+
TYPE: GRD
CHASER PEON KOLAX

7 REMATCH WITH CIPHER ADMIN GORIGAN

After defeating Ardos you can head inside the round building to confront Greevil . . . from the other side of a wall of glass, that is. Use the PC and the Healing Machine, then head back out and try to leave the area. When you do, Gorigan will appear for a rematch. If you beat him, you'll be able to take the elevator on the small catwalk to get into the round building.



Sub-Boss Battle: Cipher Admin Gorigan

RECOMMENDED MOVE TYPES: FLYING, SHADOW, FIGHTING, GRASS

Gorigan is back with a vengeance, and so is his Earthquake-Protect combo. It's not just Aggron—every one of his four non-Shadow Pokémon can use both moves. Your Pokémon are probably better at surviving Earthquakes than they were during your first Gorigan match, but it's still a major threat, especially when his Shadow Pokémon are on the field. Spread out your attacks so Protect can't negate them. Flying-types are great here.

Pokémon	Level	Type
Slowking	L-42	WTR-PSY
Ursaring	L-43	NRM
Aggron	L-43	STL-RCK
Walrein	L-44	ICE-WTR

Poliwrath L-42+
TYPE: WTR-FTG
CIPHER ADMIN GORIGAN

Mr. Mime L-42+
TYPE: PSY
CIPHER ADMIN GORIGAN



8 Boss Battle: ???

RECOMMENDED MOVE TYPES: ANY THAT CAN CAUSE A STATUS CONDITION

This boss has a total of four Shadow Pokémon, including an incredibly potent Level-50 Salamence. Many of the Shadow Pokémon (including Salamence) use a move called Shadow End that does a ton of damage to a single target, then costs the user half of its HP. Dealing with two Shadow End-equipped Pokémon simultaneously would be a disaster, so afflict one of the regular Pokémon that the boss sends out with Paralyze or Sleep to keep it in the battle for the duration. That way you'll have to deal with only one of the Shadow Pokémon at a time.

When you're catching four Shadow Pokémon in a row, a single critical hit that KO's a Shadow Pokémon can be a disaster. To soften them up for capture, rely on status conditions and safe moves like Seismic Toss that never score critical hits.

Pokémon	Level	Type
Ninjask	L-45	BUG-FLY
Flygon	L-45	GRD-DRG

Manectric L-44+
TYPE: ELC
CIPHER ADMIN ELDES

Salamence L-50+
TYPE: DRG-FLY
CIPHER ADMIN ELDES

Marowak L-44+
TYPE: GRD
CIPHER ADMIN ELDES

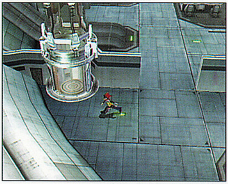
Lapras L-44+
TYPE: WTR-ICE
CIPHER ADMIN ELDES



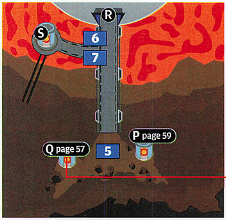
9 CHASE GREEVIL UP THE ELEVATOR

After you've defeated Eldes, return to the Healing Machine. You may also want to take your best recovery items from the PC and juggle your Pokémon roster (for example, that new Salamence could come in handy in the final battle).

When you're ready, take the elevator at the other end of the room to pursue Grand Master Greevil and his powerful XD001 Shadow Pokémon.



Citadark Isle: Volcano Summit

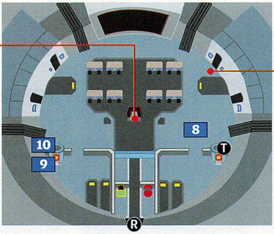


BATTLE CD 46

After defeating Greevil and loading your saved game, return to this room and find a Battle CD on the chair.

Once you have defeated Snattle, this elevator will be unlocked and you can use it to return to the dock at the beginning of Citadark Isle.

Citadark Isle: Main Control Room



5 DEFEAT SNATTLE TO UNLOCK THE ELEVATOR

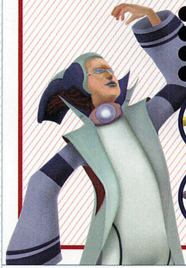
Heal up when you step off the elevator from the upper level of the crane room. Snattle is waiting for a rematch at point 5, but you won't see him coming before he strikes. If you can defeat him, you'll be able to use the elevator he arrived on to return directly to the docks, where you can ride your Robo Kyogre back to the mainland for supplies, purification ceremonies and any other pressing business.



Boss Battle: Cipher Admin Snattle

RECOMMENDED MOVE TYPES: SHADOW, FIRE, DARK, GRASS

If you approach with Grass- and Fire-type Pokémon in your top spots, you can take out Snattle's first three Pokémon within a turn or two. When his Shadow Pokémon hit the field, use Dark-type attacks to drop them into Snagging range, but be very careful to use only weak attacks from low-level Pokémon so you don't get an accidental knockout.



Pokémon	Level	Type
Metang	L-42	STL-PSY
Quagsire	L-42	WTR-GRD
Scizor	L-42	BUG-STL
Castform	L-42	NRM

Shadow Pokémon	Type	Trainer
Solrock L-41+	RCK-PSY	CIPHER ADMIN SNATTLE
Starmie L-41+	WTR-PSY	CIPHER ADMIN SNATTLE

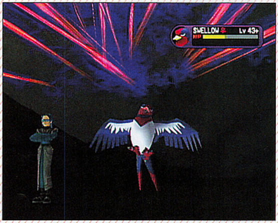
6 Boss Battle: ???

RECOMMENDED MOVE TYPES: SHADOW, DARK, FIRE, ICE, WATER

Catching three Shadow Pokémon in a single battle is hard enough, but matters are further complicated by the Shadow Half move that this boss's Pokémon know. This move cuts everyone's HP by half, including the user's. A Pokémon can't KO itself with it, but if you hit a Shadow Pokémon with a damaging move after it uses Shadow Half, it could end up KO'd. To avoid this, use extremely high-Agility Pokémon so you can strike first, or moves like Quick Attack. Alternatively, you could avoid targeting the Shadow Pokémon with damage-dealing moves and let them damage themselves into Snagging range.

Pokémon	Level	Type
Alakazam	L-44	PSY
Kingdra	L-44	WTR-DRG
Heracross	L-44	BUG-FTG

Shadow Pokémon	Type	Trainer
Swellow L-43+	NRM-FLY	CIPHER ADMIN ARDOS
Electabuzz L-43+	ELC	CIPHER ADMIN ARDOS
Snorlax L-43+	NRM	CIPHER ADMIN ARDOS



10 FACE THE XD001

When you catch him, Greevil will call in his secret weapon: the XD001. If you still have your Master Ball, now is the time to use it! It is absurdly difficult to Snag the XD001 without one.

The XD001's stunning resilience can make it a great asset against Greevil, so if you plan to Snag it, you may want to free up a slot on your roster so you can add it to your party directly. You will not be able to visit a PC before your final battle with Greevil.



XD001: Shadow Lugia

Lugia is a legendary Pokémon that has been tainted by Cipher to be the ultimate Shadow Pokémon. All four of its move slots are occupied with Shadow moves (Shadow Blast, Shadow Shed, Shadow Down and Shadow Storm), and Lugia has amazing stats on both offense and defense. Shadow Lugia will definitely be a powerful asset in the Colosseums that allow legendary Pokémon.



Project XD001 supposedly transformed Lugia into a Shadow Pokémon that can never be purified. But surely there must be some way to open its heart . . . perhaps Professor Krane has a hint?

Final Boss Battle:

Grand Master Greevil

RECOMMENDED MOVE TYPES: SHADOW, ELECTRIC, ANY THAT CAN CAUSE STATUS CONDITIONS

All six of Greevil's Pokémon are Shadow Pokémon, and although none are as difficult to Snag as Lugia was, the Legendary birds will not go quietly. As in the battle with Eldes, your best Pokémon are any that can inflict Sleep or Paralyze on its opponents. Not only will these status conditions make the targets much easier to Snag, but they will also allow you to immobilize one of Greevil's two Pokémon. Even Pokémon of comparable levels to Greevil's are not likely to last more than a turn if both of Greevil's Pokémon team up against them.

Of course, there is one type that is quite strong against Greevil's Pokémon: Shadow. Since Shadow is heavily resistant to Shadow, you may want to bring a strong Shadow Pokémon like Lugia to absorb damage as you revive Pokémon on your bench or heal one continuously on the field.


Rhydon L-46+
TYPE: GRD-RCK
GRAND MASTER GREEVIL

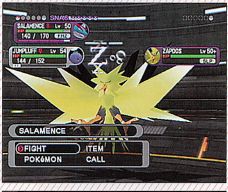

Tauros L-48+
TYPE: NRM
GRAND MASTER GREEVIL


Moltres L-50+
TYPE: FIRE-FLY
GRAND MASTER GREEVIL

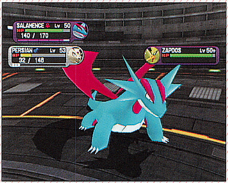

Articuno L-50+
TYPE: ICE-FLY
GRAND MASTER GREEVIL


Exeggutor L-46+
TYPE: GRS-PSY
GRAND MASTER GREEVIL


Zapdos L-50+
TYPE: ELC-FLY
GRAND MASTER GREEVIL



Paralyze and Sleep conditions will give you some breathing room as you whittle away at your targets' health. Status conditions will also make them easier to Snag.



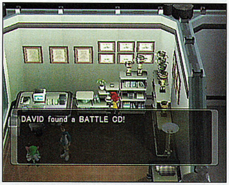
If things go badly, you can always bring out a Shadow Pokémon or two to stall while you use recovery items to restore your troops. Their Shadow attacks are a fairly safe way to get in a few points of damage without KO'ing the target.

Life after Cipher

Your quest is (mostly) complete, but more challenges await.

If you load your save file after defeating Greevil, you'll find yourself back in the Pokémon HQ Lab. Cipher's presence has been wiped from Orre, but there is still so much to do: Shadow Pokémon to purify, Colosseums to challenge, Battle CDs to find and one last Shadow Pokémon to Snag. You can also return to Citadark Isle to Snag any of Greevil's Pokémon you missed or to see the ending again.





BATTLE EAGUN AND OPEN ORRE

After speaking with the gang in the Pokemon HQ Lab, you'll discover that Myth Trainer Eagun has come to pay you a visit. He's eager for battle, and he's not pulling any punches this time.

If you defeat him, he will add Orre Colosseum to your Field Map. This is the last and most difficult of the Colosseums, recommended for only the strongest of Pokémon Trainers.







Event Battle:
Myth Trainer Eagun

RECOMMENDED MOVE TYPES: GROUND, GRASS, DRAGON

Myth Trainer Eagun loves Pikachu evolutions, but the lack of variety in his party will give you the advantage. A single high-level Ground-type Pokémon with Earthquake can clear this fight, but if you don't have one, Grass-type and non-Flying Dragon-type Pokémon will work too. Lugia and the Legendary birds should sit this one out.

Pokémon	Level	Type
Pichu	L-45	ELC
Pichu	L-45	ELC
Pikachu	L-50	ELC
Pikachu	L-50	ELC
Raichu	L-55	ELC
Raichu	L-55	ELC

Orre Colosseum is now open

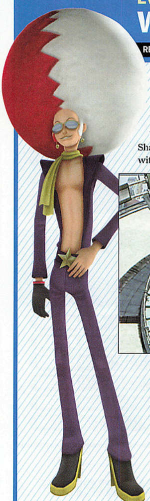
Orre Colosseum is ready for you, but are you ready for it? The rules are strict: no Shadow Pokémon, no prohibited Pokémon (the lady at the entrance has a list) and no incomplete parties, duplicate Pokémon or duplicate held items. You cannot Call your Pokémon or use items in battle.

The Pokémon you will face here are all Level 60 or, if your Pokémon are higher, equal to the highest-level Pokémon in your party. All the battles are four-on-four, and many of the Trainers here use complicated combos to devastate your roster. This is the game's ultimate challenge.



THE STOLEN SHADOW POKéMON

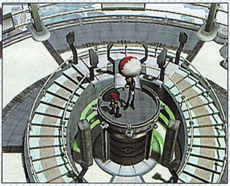
Have you Snagged all 82 Shadow Pokémon so far? If not, pick them up when you can, either from Miror B. Colosseum battles or by battling their Trainers again (certain Trainers, like Greevil, can be challenged repeatedly). When you have all 82, go to Gateon City, where your Miror Radar will ping. Miror B. is atop the lighthouse with #83.



Event Battle: Wanderer Miror B.

RECOMMENDED MOVE TYPES: SHADOW, FLYING, BUG

Miror B. loves Ludicolo, and you'll have to beat five of them before the missing Dragonite finally appears. Your many new Shadow Pokémon, especially the Flying-types, will come in handy against the Ludicolo barrage. If you've already purified your Shadow Pokémon, try using regular Pokémon with Flying-, Bug- or Poison-type moves.



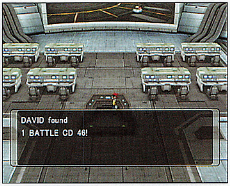
Pokémon	Level	Type
Ludicolo	L-57	WTR-GRS
Ludicolo	L-57	WTR-GRS
Ludicolo	L-57	WTR-GRS
Ludicolo	L-57	WTR-GRS
Ludicolo	L-57	WTR-GRS



Dragonite L-55+
TYPE: DRG-FLY
WANDERER MIROR B.

FIND THE REMAINING BATTLE CDS

To find all the Battle CDs, retrace your steps through the entire game, looking for flashing objects, talking to everyone (including Pokémon) and scouring bookcases. Remember that although you can find most of the CDs in the field, some you can obtain only by purchasing them at Realgam Tower after completing other Battle CDs.



Return to areas like Cipher Key Lair and Citadark Isle to grab Battle CDs that were not available your first time through the game. There are Battle CDs in almost every game area.



Many Battle CDs have wound up in the hands of Pokémon who enjoy their shininess, while others have been carelessly shelved in bookcases throughout Orre.

THE TRADE CENTER IS NOW OPEN IN PHENAC CITY'S POKéMON CENTER

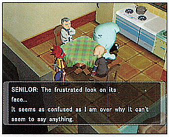
The Trade Center in the basement of Phenac City's Pokémon Center is open for business! If you or a friend have a Game Boy Advance with a Pokémon game pak and a Nintendo GameCube Game Boy Advance cable, you can now trade Pokémon between your two games. (You can't swap Shadow Pokémon, but any other Pokémon is fair game.) With a few high-level Pokémon from a completed Game Boy Advance game, Orre Colosseum and Mt. Battle could be a whole lot easier.



RETURN THE POKéMON VOICES

LUCKY EGG

After clearing the first round of Orre Colosseum, Beluh will send you an e-mail. Pokémon in Agate Village have begun to lose their voices due to one of Dr. Kaminko's terrible inventions. Talk to the five Pokémon in Agate Village, then visit Dr. Kaminko to receive the first Voice Case. Use it to restore speech to the first of many Pokémon.



As the quest proceeds, the problem spreads to the Shroomish in Pyrite Town, four Pokémon in Gateon Port and the four Pokémon in Phenac City. Only after all 12 other affected Pokémon are saved can you return to the Wobbuffet in Agate Village and restore its voice.

Continue playing after victory....

The world of Orre is wide open to you, and you can still do all the optional side quests you passed up the first time through. That includes catching wild Pokémon at the Poké Spots, Snagging and purifying all 83 Shadow Pokémon, finding all 50 Battle CDs, playing Battle Bingo and Battle Sims, clearing each of the three Colosseums and triumphing over all 100 battles in Mt. Battle! The adventure isn't over until you want it to be.

Extra Challenges

Colosseums, Mt. Battle and minigames



Colosseum battles

Prove your mettle against the finest Trainers in Orre.

Whether you attempt them as soon as they open, or wait until the end of the game, there's always a challenge to be found at one of Orre's Colosseums. To claim victory, you'll need to win four battles in a row against experienced Trainers with diverse rosters (your Pokémon will be healed between battles). Every Colosseum features at least four rounds of battle, with different Trainers to face and prizes to win each round.



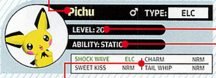
Colosseums are a great place not only to win prize money and items, but also to gain experience points. Even after winning all the prizes, you can enter a Colosseum battle whenever you have a fresh batch of Pokémon you want to train or purify.

Reading the battle data

Each Colosseum has four or more rounds of four battles each. The first time you enter you'll face round-one Trainers; the second time you'll face round-two Trainers, and so on. Note that the Trainers will vary the order of the Pokémon they play from their rosters.

The Pokémon's name, gender and type.

The Pokémon's level (all Pokémon's levels are the same within a Colosseum). In Orre Colosseum, the Pokémon's Ability will be listed here as well.



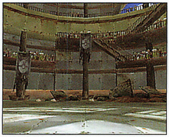
The Pokémon's ability. In Orre Colosseum, the Pokémon's held item will be listed here instead.

The Pokémon's battle move and their types. Physical attacks appear in black, and special attacks appear in green.

Orre's three Colosseums

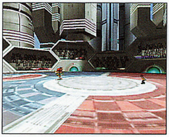
Each of the three Colosseums will open after you reach a certain milestone in Story mode. Once open, a Colosseum will remain open indefinitely. Note that Wanderer Miror B. often participates in Colosseum battles, and if your Miror Radar tells you he's in town, you'll find that he has taken the place of one of the round's normal Trainers.

Pyrite Colosseum



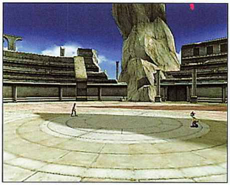
To reach Pyrite Town, you must collect the Data ROM from Cipher Admin Lovrina in the Cipher Lab and take it to the Pokémon HQ Lab. Find Aidan, who will send you to Pyrite Town to visit Nett. You can enter Pyrite Colosseum any time after your first visit.

Realgam Colosseum



When you first visit Realgam Tower, you'll find the Colosseum closed. Upon reaching Snagem Hideout for the first time, you will receive an e-mail invitation from Trest, the Phenac City mayor. He will inform you that Realgam Colosseum is open and ready for challengers.

Orre Colosseum



To unlock Orre Colosseum, you must first defeat Cipher at its Citadark Isle headquarters. Save your game after the ending and reload it. You'll be back in the Pokémon HQ Lab, where Myth Trainer Eagun is waiting for a battle. After you defeat him, he'll add Orre Colosseum to your Field Map.

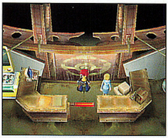
The Mt. Battle challenge

Mt. Battle is not like the other Colosseums. It consists of 10 progressively harder areas with 10 Trainers each, for a total of 100 battles. At any time you can leave Mt. Battle and resume from the start of the highest area you've reached. The first area of Mt. Battle is easier than Pyrite Colosseum, but the last is even tougher than Orre Colosseum!

Pyrite Colosseum

Cut your teeth at the lowest-level Colosseum in Orre.

Even if your Pokémon's levels are still in the teens, this Colosseum should be within your grasp. None of your opponents have more than four Pokémon, so a full roster of six will leave your opponents seriously outnumbered. Don't worry if you don't have all the Pokémon types we suggest—when in doubt, just replace whatever you're missing with a Shadow Pokémon.



Rules and Regulations

- **The battles are held in knockout style. You must beat four Trainers in a row to win. Pokémon will be healed between rounds.**
- **No restrictions on Pokémon (Shadow Pokémon allowed).**
- **No restrictions on held items.**
- **Opponents' Pokémon will be at Level 20.**

Round 1: Pyrite Colosseum—Recommended Attack & Pokémon Types

Fighting-type Pokémon are exceptional throughout Pyrite Colosseum, and Round 1 is no exception. Since even the Psychic-types have no Psychic-type moves, all a Fighting-type like Makuhita has to fear is Taillow's Wing Attack. A Ground-type Pokémon will be quite useful against the four Electric-type Pokémon, but in Battle 2 it will be vulnerable to both Chikorita and Totodile.

GROUND — Both your first and last opponents have a pair of Electric-types. Even if your best Ground-type doesn't have any Ground-type attacks, its immunity to Electric-type attacks will be useful.

FIGHTING — There are only three Normal-types in Round 1, but Fighting-type moves will be excellent against all of them, as well as Dark-type Poochyena.

DARK — Dark-type attacks are effective against both Psychic-types and Ghost-type Duskull. Many non-Dark-type Pokémon know Bite, but a pure Dark-type will do even better.

ELECTRIC — An Electric-type Pokémon makes a safe frontline choice, since it's resistant to the other Electric-types and none of the Trainers use damaging Ground-type attacks.

NORMAL — When in doubt, fill out your roster with Normal-type Pokémon that have an interesting variety of attacks. They have no real vulnerabilities in this round.

NUMBER OF TYPES YOU'LL FACE

Type	#	Type	#	Type	#
NORMAL	3	FIGHTING	-	ROCK	-
FIRE	1	POISON	-	GHOST	1
WATER	1	GROUND	-	DRAGON	-
ELECTRIC	4	FLYING	1	DARK	1
GRASS	1	PSYCHIC	2	STEEL	-
ICE	1	BUG	-		

Round 2: Pyrite Colosseum—Recommended Attack & Pokémon Types

There are fewer total Pokémon in Round 2, but a more complicated combination of types will make it a little harder to plan your strategy. Fighting-types remain strong, but Electric-type Pokémon will be less useful because all of this round's Water-type foes are dual-types that resist Electric-type attacks. Bug-types are a better frontline choice since they have fewer weaknesses here.

BUG — Meditite's type combination negates the power of Dark-type Pokémon, so Bug-types are a better choice against the Psychic-types here.

GROUND — Ground-types are great against Mareep, Magnemite and Pichu. But beware of the Grass-types in Battle 3.

FIGHTING — There are a few Psychic-types here that will give a fighter fits, as well as a Flying-type. But Fighting is still strong against the three Normal-types in this round.

GRASS — Grass doesn't have a lot of offensive power here (except against Wooper), but Grass-types are strong defenders against Electric- and Water-type Pokémon.

FLYING — Mareep and Pichu make life dangerous for Flying-types in the first two battles, but flyers are great in Battle 3 against the Grass-types, and in Battle 4 against the Fighting-types.

NUMBER OF TYPES YOU'LL FACE

Type	#	Type	#	Type	#
NORMAL	3	FIGHTING	2	ROCK	-
FIRE	-	POISON	-	GHOST	-
WATER	2	GROUND	1	DRAGON	-
ELECTRIC	3	FLYING	1	DARK	-
GRASS	2	PSYCHIC	2	STEEL	-
ICE	1	BUG	1		

Round 3: Pyrite Colosseum—Recommended Attack & Pokémon Types

A Fighting-type and a Flying-type will make ideal starters in this round. Fully half of your opponents' Pokémon are Normal-types, so the strength of Fighting-types is obvious. Flying-types are good against a few particularly pesky opponents, like life-draining Roselia and Hitmontop. Spoink is the biggest threat in later battles, so focus your attacks on eliminating it before it can use Psywave against your Fighting-type.

FIGHTING — With all these Normal-type Pokémon, a Fighting-type attacker in your opening lineup will have no shortage of targets. It's even good against Rock-type Rhyhorn.

GRASS — Two of the more-difficult Pokémon here are Ground-types Trapinch and Rhyhorn. A Grass-type Pokémon will also be effective against Water-and-Flying-type Wingull.

FLYING — A Flying-type Pokémon with a Flying-type attack will give you some game against three of the toughest Pokémon in this round: Roselia, Trapinch and Hitmontop.

WATER — If you don't have a viable Grass-type, a Water-type will make a good backup for Rhyhorn and Trapinch. Just watch out for Roselia!

GHOST — A Ghost- or half-Ghost dual-type Pokémon with non-Ghost-type attacks will be immune to a lot of what your opponents throw at you here.

NUMBER OF TYPES YOU'LL FACE

Type	#	Type	#	Type	#
NORMAL	6	FIGHTING	1	ROCK	1
FIRE	-	POISON	1	GHOST	-
WATER	1	GROUND	2	DRAGON	-
ELECTRIC	-	FLYING	1	DARK	-
GRASS	1	PSYCHIC	1	STEEL	-
ICE	-	BUG	-		

Round 4: Pyrite Colosseum—Recommended Attack & Pokémon Types

Even though Round 4 has the most total Pokémon, the lack of variety in types gives you a great opportunity for a quick win. Between the four Flying-types and the four Water-types, Electric-type Pokémon will rarely run out of targets. As usual in this Colosseum, Fighting-type Pokémon have plenty of targets. You can devote the rest of your roster solely to dealing with the odd Pokémon out: Torchic, Gulpin, Bagon and Larvitar.

ELECTRIC — Your opponents' rosters are heavy on Water-type Pokémon and Flying-type Pokémon, so anyone who can use Electric-type attacks will be amazing here.

FIGHTING — Fighting-type attacks are strong against Normal-type Pokémon, but don't forget that they're effective against the rarer Ice- and Rock-type Pokémon, too.

ICE — Ice-type attacks are literally the only thing that is good against purely Dragon-type Bagon. They will also come in handy against Larvitar.

WATER — Because Electric- and Grass-type Pokémon are total no-shows, Water-types have little to fear. Their Water-type attacks will be good against Torchic and Larvitar, too.

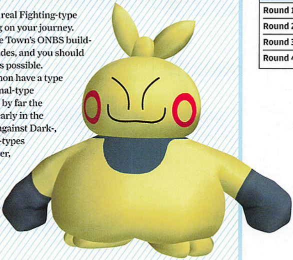
GROUND — While Ground-type Pokémon are most often used to evade Electric-type attacks, their Ground-type attacks can be quite useful too. Gulpin and Torchic are good targets in this battle.

NUMBER OF TYPES YOU'LL FACE

Type	#	Type	#	Type	#
NORMAL	6	FIGHTING	-	ROCK	2
FIRE	1	POISON	1	GHOST	-
WATER	4	GROUND	1	DRAGON	1
ELECTRIC	-	FLYING	4	DARK	1
GRASS	-	PSYCHIC	1	STEEL	-
ICE	1	BUG	-		

Pyrite MVP: Makuhita

Makuhita is the first real Fighting-type Pokémon you'll Snag on your journey. You'll find it in Pyrite Town's ONBS building after Cipher invades, and you should purify it as quickly as possible. Fighting-type Pokémon have a type advantage over Normal-type Pokémon, which are by far the most common type early in the game. They're good against Dark-, Rock-, Ice- and Steel-types too. They are, however, quite vulnerable to Psychic- and Flying-type attacks.



Pyrite Colosseum Prizes

Round	First visit	Subsequent visits
Round 1	TM 31 (Brick Break) and 3,040 Poké Dollars	3,040 Poké Dollars
Round 2	TM 12 (Taunt) and 3,040 Poké Dollars	3,040 Poké Dollars
Round 3	TM 41 (Torment) and 2,880 Poké Dollars	2,880 Poké Dollars
Round 4	TM 05 (Roar) and 2,880 Poké Dollars	2,880 Poké Dollars

Trainers and Pokémon

Pyrite Colosseum: Round 1

Battle 1: Chaser Resila





Pichu ♂ TYPE: ELC

LEVEL: 20

ABILITY: STATIC

Move	Type	Move	Type
SHOCK WAVE	ELC	CHARM	NRM
SWEET KISS	NRM	TAIL WHIP	NRM



Teddiursa ♂ TYPE: NRM

LEVEL: 20

ABILITY: PICKUP

Move	Type	Move	Type
FURY SWIPES	NRM	LICK	GHO
METAL CLAW	STL	FAKE TEARS	DRK



Pichu ♂ TYPE: ELC

LEVEL: 20

ABILITY: STATIC

Move	Type	Move	Type
SHOCK WAVE	ELC	PRESENT	NRM
THUNDER WAVE	ELC	LIGHT SCREEN	PSY



Smoochum ♀ TYPE: ICE-PSY

LEVEL: 20

ABILITY: OBLIVIOUS

Move	Type	Move	Type
POUND	NRM	ATTRACT	NRM
POWDER SNOW	ICE	SWEET KISS	NRM

Battle 2: Sailor Monar





Chikorita ♀ TYPE: GRS

LEVEL: 20

ABILITY: OVERGROW

Move	Type	Move	Type
POISONPOWDER	PSN	RAZOR LEAF	GRS
INGRAIN	GRS	ATTRACT	NRM



Totodile ♂ TYPE: WTR

LEVEL: 20

ABILITY: TORRENT

Move	Type	Move	Type
BITE	DRK	MUD SPORT	GRD
WATER PULSE	WTR	LEER	NRM



Cyndaquil ♀ TYPE: FIRE

LEVEL: 20

ABILITY: BLAZE

Move	Type	Move	Type
QUICK ATTACK	NRM	SMOKE SCREEN	NRM
EMBER	FIRE	LEER	NRM

Semifinal: Chaser Rafert





Poochyena ♀ TYPE: DRK

LEVEL: 20

ABILITY: RUN AWAY

Move	Type	Move	Type
COVET	NRM	SAND-ATTACK	GRD
POISON FANG	PSN	YAWN	NRM



Ralts ♀ TYPE: PSY

LEVEL: 20

ABILITY: SYNCHRONIZE

Move	Type	Move	Type
WILL-O-WISP	FIRE	MEAN LOOK	NRM
ATTRACT	NRM	DESTINY BOND	GHO



Taillow ♀ TYPE: NRM-FLY

LEVEL: 20

ABILITY: GUTS

Move	Type	Move	Type
DOUBLE TEAM	NRM	ATTRACT	NRM
WING ATTACK	FLY	SUPERSONIC	NRM



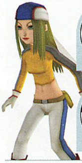
Duskull ♂ TYPE: GHO

LEVEL: 20

ABILITY: LEVITATE

Move	Type	Move	Type
ASTONISH	GHO	DISABLE	NRM
PAIN SPLIT	NRM	CONFUSE RAY	GHO

Final: Chaser Jupex





Plusle ♂ TYPE: ELC

LEVEL: 20

ABILITY: PLUS

Move	Type	Move	Type
SHOCK WAVE	ELC	QUICK ATTACK	NRM
HELPING HAND	NRM	THUNDER WAVE	ELC



Minun ♀ TYPE: ELC

LEVEL: 20

ABILITY: MINUS

Move	Type	Move	Type
SPARK	ELC	METRONOME	NRM
HELPING HAND	NRM	ATTRACT	NRM



Snubbull ♀ TYPE: NRM

LEVEL: 20

ABILITY: INTIMIDATE

Move	Type	Move	Type
WATER PULSE	WTR	COUNTER	FTG
SMELLINGSALT	NRM	LICK	GHO

Trainers and Pokémon

Pyrite Colosseum: Round 2

Battle 1: Hunter Haxer





Ledyba ♀ TYPE: BUG-FLY
LEVEL: 20
ABILITY: SWARM

Move	Type	Move	Type
LIGHT SCREEN	PSY	SILVER WIND	BUG
REFLECT	PSY	SWIFT	NRM



Wooper ♀ TYPE: WTR-GRD
LEVEL: 20
ABILITY: WATER ABSORB

Move	Type	Move	Type
ANCIENTPOWER	RCK	MUD-SLAP	GRD
SAFEGUARD	NRM	WATER GUN	WTR



Mareep ♀ TYPE: ELC
LEVEL: 20
ABILITY: STATIC

Move	Type	Move	Type
LIGHT SCREEN	PSY	THUNDERSHOCK	ELC
REFLECT	PSY	FACADE	NRM

Battle 2: Chaser Mestil





Pichu ♀ TYPE: ELC
LEVEL: 20
ABILITY: STATIC

Move	Type	Move	Type
SWEET KISS	NRM	THUNDERSHOCK	ELC
THUNDER WAVE	ELC	CHARM	NRM



Smoochum ♀ TYPE: ICE-PSY
LEVEL: 20
ABILITY: OBLIVIOUS

Move	Type	Move	Type
LICK	GHO	SWEET KISS	NRM
ATTRACT	NRM	ICE PUNCH	ICE



Cleffa ♀ TYPE: NRM
LEVEL: 20
ABILITY: CUTE CHARM

Move	Type	Move	Type
SWEET KISS	NRM	METRONOME	NRM
POUND	NRM	CHARM	NRM



Togepi ♀ TYPE: NRM
LEVEL: 20
ABILITY: SERENE GRACE

Move	Type	Move	Type
SWEET KISS	NRM	METRONOME	NRM
PECK	FLY	CHARM	NRM

Semifinal: Chaser Novil





Seedot ♂ TYPE: GRS
LEVEL: 20
ABILITY: CHLOROPHYLL

Move	Type	Move	Type
SUNNY DAY	FIRE	SYNTHESIS	GRS
LEECH SEED	GRS	HARDEN	NRM



Castform ♂ TYPE: NRM
LEVEL: 20
ABILITY: FORECAST

Move	Type	Move	Type
POWDER SNOW	ICE	EMBER	FIRE
WATER GUN	WTR	SWIFT	NRM



Lotad ♂ TYPE: WTR-GRS
LEVEL: 20
ABILITY: SWIFT SWIM

Move	Type	Move	Type
RAIN DANCE	WTR	ASTONISH	GHO
RAZOR LEAF	GRS	MIST	ICE

Final: Researcher Orill





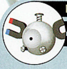
Makuhita ♂ TYPE: FTG
LEVEL: 20
ABILITY: THICK FAT

Move	Type	Move	Type
VITAL THROW	FTG	TACKLE	NRM
SAND-ATTACK	GRD	FAKE OUT	NRM



Meditite ♂ TYPE: FTG-PSY
LEVEL: 20
ABILITY: PURE POWER

Move	Type	Move	Type
MEDITATE	PSY	CONFUSION	PSY
FAKE OUT	NRM	BIDE	NRM



Magnemite TYPE: ELC-STL
LEVEL: 20
ABILITY: STURDY

Move	Type	Move	Type
SONICBOOM	NRM	SUPERSONIC	NRM
THUNDERSHOCK	ELC	METAL SOUND	STL

Trainers and Pokémon
Pyrite Colosseum: Round 3

Battle 1: Hunter Nostal



Wingull ♂ TYPE: WTR-FLY
LEVEL: 20
ABILITY: KEEN EYE

WING ATTACK	FLY	WATER PULSE	WTR
SHOCK WAVE	ELC	TWISTER	DRG

Roselia ♀ TYPE: GRS-PSN
LEVEL: 20
ABILITY: NATURAL CURE

MEGA DRAIN	GRS	SWEET SCENT	NRM
STUN SPORE	GRS	GROWTH	NRM

Rhyhorn ♂ TYPE: GRD-RCK
LEVEL: 20
ABILITY: LIGHTNINGROD

THUNDER	ELC	BLIZZARD	ICE
FIRE BLAST	FIRE	PROTECT	NRM

Battle 2: Chaser Ostix



Sentret ♀ TYPE: NRM
LEVEL: 20
ABILITY: KEEN EYE

ASSIST	NRM	HELPING HAND	NRM
THIEF	DRK	PROTECT	NRM

Smeargle ♂ TYPE: NRM
LEVEL: 20
ABILITY: OWN TEMPO

THRASH	NRM	FOLLOW ME	NRM
FLAIL	NRM	METRONOME	NRM

Skitty ♀ TYPE: NRM
LEVEL: 20
ABILITY: CUTE CHARM

ASSIST	NRM	HELPING HAND	NRM
COVET	NRM	ENDURE	NRM

Semifinal: Chaser Tarbil



Trapinch ♀ TYPE: GRD
LEVEL: 20
ABILITY: ARENA TRAP

QUICK ATTACK	NRM	SWAGGER	NRM
DIG	GRD	BITE	DRK

Spinda ♂ TYPE: NRM
LEVEL: 20
ABILITY: OWN TEMPO

PSYCH UP	NRM	TEETER DANCE	NRM
SWAGGER	NRM	BRICK BREAK	FTG

Spoink ♀ TYPE: PSY
LEVEL: 20
ABILITY: OWN TEMPO

PSYCH UP	NRM	BOUNCE	FLY
SWAGGER	NRM	PSYWAVE	PSY

Final: Sailor Tebu



Snubbull ♀ TYPE: NRM
LEVEL: 20
ABILITY: INTIMIDATE

ROAR	NRM	THIEF	DRK
BITE	DRK	ATTRACT	NRM

Hitmontop ♂ TYPE: FTG
LEVEL: 20
ABILITY: INTIMIDATE

ROCK SMASH	FTG	MIND READER	NRM
RAPID SPIN	NRM		

Stantler ♂ TYPE: NRM
LEVEL: 20
ABILITY: INTIMIDATE

SPITE	GHO	SAND-ATTACK	GRD
ASTONISH	GHO	ROAR	NRM

Trainers and Pokémon

Pyrite Colosseum: Round 4

Battle 1: Chaser Sellis



Taillow ♀ TYPE: NRM-FLY
LEVEL: 20
ABILITY: GUTS

Move	Type	Move	Type
MUD-SLAP	GRD	REST	NRM
PECK	FLY	SNORE	NRM

Torchic ♂ TYPE: FIRE
LEVEL: 20
ABILITY: BLAZE

Move	Type	Move	Type
SEISMIC TOSS	FTG	GROWL	NRM
FIRE SPIN	FIRE	SUNNY DAY	FIRE

Natu ♂ TYPE: PSY-FLY
LEVEL: 20
ABILITY: SYNCHRONIZE

Move	Type	Move	Type
THUNDER WAVE	ELC	FUTURE SIGHT	PSY
SWIFT	NRM	FEATHERDANCE	FLY

Swablu ♀ TYPE: NRM-FLY
LEVEL: 20
ABILITY: NATURAL CURE

Move	Type	Move	Type
SING	NRM	FURY ATTACK	NRM
ASTONISH	GHO	DOUBLE TEAM	NRM

Battle 2: Sailor Mifis



Jigglypuff ♀ TYPE: NRM
LEVEL: 20
ABILITY: CUTE CHARM

Move	Type
DEFENSE CURL	NRM
ROLLOUT	RCK

Spheal ♂ TYPE: WTR-ICE
LEVEL: 20
ABILITY: THICK FAT

Move	Type	Move	Type
DEFENSE CURL	NRM	ROLLOUT	RCK
ICE BALL	ICE		

Marill ♀ TYPE: WTR
LEVEL: 20
ABILITY: HUGE POWER

Move	Type
DEFENSE CURL	NRM
ROLLOUT	RCK

Semifinal: Hunter Tiruk



Gulpin ♀ TYPE: PSN
LEVEL: 20
ABILITY: LIQUID OOZE

Move	Type
BULLET SEED	GRS
POISON GAS	PSN

Aipom ♀ TYPE: NRM
LEVEL: 20
ABILITY: RUN AWAY

Move	Type	Move	Type
DOUBLESLAP	NRM	SCREECH	NRM
FURY SWIPES	NRM		

Doduo ♀ TYPE: NRM-FLY
LEVEL: 20
ABILITY: EARLY BIRD

Move	Type
FURY ATTACK	NRM
SUPERSONIC	NRM

Corsola ♀ TYPE: WTR-RCK
LEVEL: 20
ABILITY: HUSTLE

Move	Type	Move	Type
ICICLE SPEAR	ICE	LIGHT SCREEN	PSY
SPIKE CANNON	NRM		

Final: Researcher Foss



Bagon ♂ TYPE: DRG
LEVEL: 20
ABILITY: ROCK HEAD

Move	Type	Move	Type
RAGE	NRM	TWISTER	DRG
BITE	DRK	LEER	NRM

Carvanha ♂ TYPE: WTR-DRK
LEVEL: 20
ABILITY: ROUGH SKIN

Move	Type	Move	Type
BITE	DRK	FOCUS ENERGY	NRM
SCARY FACE	NRM	RAGE	NRM

Larvitar ♂ TYPE: RCK-GRD
LEVEL: 20
ABILITY: GUTS

Move	Type	Move	Type
SANDSTORM	RCK	BITE	DRK
CURSE	?	ROCK SMASH	FTG

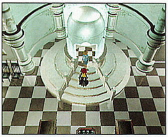
Snubbull ♂ TYPE: NRM
LEVEL: 20
ABILITY: INTIMIDATE

Move	Type	Move	Type
BITE	DRK	SCARY FACE	NRM
LICK	GHO	BULK UP	FTG

Realgam Colosseum

The competition heats up in Orre's second colosseum.

The challenge level increases dramatically at Realgam Colosseum, where you'll be facing Trainers with teams of four or five Pokémon, all at Level 40. These Trainers are better at mixing up their rosters and a few will even use multi-Pokémon combos.



Rules and Regulations

- The battles are held in knockout style. You must beat four Trainers in a row to win. Pokémon will be healed between rounds.
- No restrictions on Pokémon (Shadow Pokémon allowed).
- No restrictions on held items.
- Opponents' Pokémon will be at Level 40.

Round 1: Realgam Colosseum–Recommended Attack & Pokémon Types

You'll encounter a wide variety of Pokémon types in this round, but fortunately they'll tend to come in clumps. Keep a pair of generally useful Pokémon in your front two spots, and let them do as much damage as they can before you swap in a specialist replacement from the bench. A Fighting-type Pokémon will make a good starter against the Rock- and Normal-types in Battles 2 and 3, but it won't be much good in the all-Flying-type final round.

FIGHTING — Fighting-type moves excel against Normal-, Rock-, Ice- and Dark-types, all of which are in this fight. Fighting-types are especially effective in Battle 2.

WATER — A Water-type Pokémon will be super effective against both the Ground- and Rock-type Pokémon in early rounds. Outside of Cacturne, it won't have much to worry about here.

ICE — An Ice-type Pokémon will be super effective against the Ground-type Pokémon in the first three rounds and the Flying-types in the final rounds.

ELECTRIC — There are a lot of Ground-type Pokémon in the first three battles, so have your Electric-type Pokémon warm the bench until the all-Flying-type final battle.

FIRE — Your Fire-type Pokémon has only a few good matchups, and a lot of bad ones gainst the Rock- and Ground-types. But you may need fire for Mawile, Cacturne and Skarmory.

NUMBER OF TYPES YOU'LL FACE

Type	#	Type	#	Type	#
NORMAL	4	FIGHTING	-	ROCK	3
FIRE	-	POISON	1	GHOST	-
WATER	2	GROUND	4	DRAGON	-
ELECTRIC	-	FLYING	5	DARK	2
GRASS	1	PSYCHIC	1	STEEL	2
ICE	1	BUG	-		

Round 2: Realgam Colosseum–Recommended Attack & Pokémon Types

Your first battle is heavy on Fighting-types, so a Psychic-type Pokémon is a good starter. If you have a Psychic-type that also knows a Dark-type attack (like Espeon's Bite), use it, as Dark-type attacks will be more relevant later in the fight. In battle 2, Shedinja can be hit only by Fire-, Flying-, Rock-, Dark- and Ghost-type attacks, so make sure you have at least a few of those attack types at your disposal.

FLYING — There is not a single Electric-, Ice- or Rock-type Pokémon in this round, making Flying-types a very safe choice. They're strong against the Grass- and Fighting-type Pokémon, too.

GRASS — There are a lot of Water-type Pokémon in this round, including Electric-resistant Marshtomp, so Grass-type attacks are preferable even to Electric-type ones.

PSYCHIC — Fighting-type Pokémon can be dangerous if they're not eliminated quickly, so bring a Psychic-type here. With few Bug- and Dark-types, it should be good all around.

FIRE — A strong Fire-type Pokémon can burn through most of the Pokémon in the final battle, and will be useful against Breloom and Shedinja, as well.

GHOST — There are two Psychic-types here, and one is Medicham who has few weaknesses except to the Ghost-type. Ghost-type attacks are good against Misdreavus and Shedinja, too.

NUMBER OF TYPES YOU'LL FACE

Type	#	Type	#	Type	#
NORMAL	-	FIGHTING	4	ROCK	-
FIRE	1	POISON	-	GHOST	2
WATER	5	GROUND	1	DRAGON	-
ELECTRIC	-	FLYING	3	DARK	1
GRASS	5	PSYCHIC	2	STEEL	-
ICE	-	BUG	2		

Round 3: Realgam Colosseum-Recommended Attack & Pokémon Types

Most of your opponents in Round 3 have five Pokémon each, but they tend to stick to a theme. When you manage to get the most appropriate Pokémon onto the field, it should be able to carry the fight without much help from your bench. The Bug-type is unusually popular in Round 3, which gives Rock-, Flying- and Fire-type Pokémon a chance to shine.

ROCK — Rock beats both Flying- and Bug-types, which are popular in this round. However, Rock-types are weak to Water, so non-Rock-type Pokémon with Rock-type attacks are ideal.

ELECTRIC — The Electric type does double-duty in this round. It is very effective against nine of the 10 Water- and Flying-type Pokémon you'll face here.

FLYING — Flying-type Pokémon have few natural enemies in this round, and Flying-type attacks are great against Bug-type Pokémon and the occasional Grass-type.

FIRE — The final type that is effective against Bug-type Pokémon is Fire. Due to its vulnerability to Water, it's the most risky, but sometimes you have to make do with what you have.

FIGHTING — Fighting-type Pokémon are vulnerable to the Flying-type, but resistant to Bug. In this round they make good pinch hitters against tricky Pokémon like Shuckle and Mawile.

NUMBER OF TYPES YOU'LL FACE

Type	#	Type	#	Type	#
NORMAL	4	FIGHTING	1	ROCK	1
FIRE	-	POISON	-	GHOST	-
WATER	6	GROUND	1	DRAGON	-
ELECTRIC	-	FLYING	4	DARK	2
GRASS	1	PSYCHIC	1	STEEL	1
ICE	-	BUG	6		

Round 4: Realgam Colosseum-Recommended Attack & Pokémon Types

Curmudgeon Nistil (your second opponent) employs a very potent combo. He has Misdreavus use Perish Song to put your active Pokémon on a three-turn clock, while his own Soundproofed Exploud shakes off the effect. He'll then protect Misdreavus to keep it alive, and send out Wobbuffet to prevent your Pokémon from escaping. If he pulls it off, all you'll be able to do is select the right Pokémon from your bench to finish the fight.

BUG — Battle 1 is heavy on Dark-types, and later battles sneak in a few Psychic-types. Bug-types can trump both Dark- and Psychic-types, and need worry only about the Fire-types.

GHOST — Ghost-type attacks are good against Psychic-type as well as Ghost-type Pokémon. Ghost-type Pokémon aren't particularly effective here, but Ghost-type attacks certainly are.

DARK — Dark-type attacks are super effective against Ghost- and Psychic-type Pokémon, and Dark-type Pokémon are resistant to Ghost-, Dark- and Psychic-type attacks.

FIGHTING — A Fighting-type Pokémon will be super effective against every Pokémon in the first battle. After that, its efficacy plummets against the Psychic- and Ghost-types.

FLYING — After half-Ice-type Sneasel in Battle 1, Flying-type Pokémon have no type mismatches to fear here. They're great in the last battle, which is heavy on Fighting-types.

NUMBER OF TYPES YOU'LL FACE

Type	#	Type	#	Type	#
NORMAL	3	FIGHTING	2	ROCK	-
FIRE	2	POISON	2	GHOST	2
WATER	2	GROUND	-	DRAGON	-
ELECTRIC	-	FLYING	-	DARK	4
GRASS	1	PSYCHIC	3	STEEL	-
ICE	1	BUG	1		

Realgam MVP: Crobat

You can catch a Zubat at the Cave Poké Spot, and with a bit of effort you can raise it into a Golbat. Give Golbat the Soothe Bell you received in Pyrite City, and before you know it you'll have a fast and powerful Crobat on your hands.

Crobat is especially effective in Realgam Colosseum, where there is not a single Electric-type Pokémon to fear. While many Flying-type Pokémon never learn a Flying-type move, Crobat can batter the many Grass-, Fighting- and Bug-types with Wing Attack (or Aerial Ace, a TM move). Crobat's half-Poison-type nature can make it vulnerable to Psychic-type Pokémon, but the Dark-type Bite attack will provide a solution if Crobat can go first in battle. And going first is rarely a problem for a speed demon like Crobat.



Realgam Colosseum Prizes

Round	First visit	Subsequent visits
Round 1	TM 49 (Snatch) and 8,320 Poké Dollars	8,320 Poké Dollars
Round 2	TM 19 (Giga Drain) and 8,640 Poké Dollars	8,640 Poké Dollars
Round 3	TM 23 (Iron Tail) and 12,800 Poké Dollars	12,800 Poké Dollars
Round 4	TM 22 (Solarbeam) and 9,280 Poké Dollars	9,280 Poké Dollars

Trainers and Pokémon
Realgam Colosseum: Round 1

Battle 1: Bodybuilder Aftin





Donphan ♂ TYPE: GRD

LEVEL: 40

ABILITY: STURDY

DEFENSE CURL	NRM	IRON TAIL	STL
ROLLOUT	RCK	STRENGTH	NRM



Swalot ♂ TYPE: PSN

LEVEL: 40

ABILITY: LIQUID OOZE

DEFENSE CURL	NRM	SLUDGE BOMB	PSN
ROLLOUT	RCK	YAWN	NRM



Sealeo ♀ TYPE: WTR-ICE

LEVEL: 40

ABILITY: THICK FAT

DEFENSE CURL	NRM	WATERFALL	WTR
ICE BALL	ICE	ATTRACT	NRM



Solrock TYPE: RCK-PSY

LEVEL: 40

ABILITY: LEVITATE

DEFENSE CURL	NRM	FLAMETHROWER	FIRE
ROLLOUT	RCK	PSYCHIC	PSY

Battle 2: Casual Dude Feper





Mawile ♂ TYPE: STL

LEVEL: 40

ABILITY: INTIMIDATE

ICY WIND	ICE	SWEET SCENT	NRM
ROCK SLIDE	RCK	BITE	DRK



Relicanth ♀ TYPE: WTR-RCK

LEVEL: 40

ABILITY: ROCK HEAD

ICY WIND	ICE	BODY SLAM	NRM
ROCK SLIDE	RCK	WATERFALL	WTR



Vigoroth ♂ TYPE: NRM

LEVEL: 40

ABILITY: VITAL SPIRIT

ICY WIND	ICE	SLASH	NRM
ROCK SLIDE	RCK	FOCUS PUNCH	FTG



Rhyhorn ♀ TYPE: GRD-RCK

LEVEL: 40

ABILITY: LIGHTNINGROD

ICY WIND	ICE	BODY SLAM	NRM
ROCK SLIDE	RCK	STOMP	NRM

Semifinal: Cooltrainer Halsion





Castform ♀ TYPE: NRM

LEVEL: 40

ABILITY: FORECAST

WEATHER BALL	NRM	THUNDER WAVE	ELC
SANDSTORM	RCK	SHADOW BALL	GHO



Cacturne ♀ TYPE: GRS-DRK

LEVEL: 40

ABILITY: SAND VEIL

GIGA DRAIN	GRS	SUBSTITUTE	NRM
FOCUS PUNCH	FTG	DOUBLE TEAM	NRM



Gligar ♀ TYPE: GRD-FLY

LEVEL: 40

ABILITY: SAND VEIL

IRON TAIL	STL	SANDSTORM	RCK
SWORDS DANCE	NRM	REST	PSY



Dugtrio ♀ TYPE: GRD

LEVEL: 40

ABILITY: SAND VEIL

SUBSTITUTE	NRM	MAGNITUDE	GRD
UPROAR	NRM	SCREECH	NRM

Final: Cooltrainer Malex





Swellow ♀ TYPE: NRM-FLY

LEVEL: 40

ABILITY: GUTS

SKY ATTACK	FLY	ENDEAVOR	NRM
AGILITY	PSY	STEEL WING	STL



Skarmory ♀ TYPE: STL-FLY

LEVEL: 40

ABILITY: KEEN EYE

SKY ATTACK	FLY	ROCK SMASH	FTG
AGILITY	PSY	STEEL WING	STL



Noctowl ♀ TYPE: NRM-FLY

LEVEL: 40

ABILITY: KEEN EYE

SKY ATTACK	FLY	PSYCHIC	PSY
SWAGGER	NRM	MUD-SLAP	GRD



Murkrow ♂ TYPE: DRK-FLY

LEVEL: 40

ABILITY: INSOMNIA

SKY ATTACK	FLY	PSYCH UP	NRM
THUNDER WAVE	ELC	SHADOW BALL	GHO

Trainers and Pokémon

Realgam Colosseum: Round 2

Battle 1: Matron Relza





Misdreavus ♀ TYPE: GHO
LEVEL: 40
ABILITY: LEVITATE

IMPRISON	PSY	AERIAL ACE	FLY
PSYCHIC	PSY	PROTECT	NRM



Breloom ♀ TYPE: GRS-FTG
LEVEL: 40
ABILITY: EFFECT SPORE

SKY UPPERCUT	FTG	GIGA DRAIN	GRS
THUNDERPUNCH	ELC	SUBSTITUTE	NRM



Hariyama ♂ TYPE: FTG
LEVEL: 40
ABILITY: THICK FAT

FAKE OUT	NRM	BRICK BREAK	FTG
BULK UP	FTG	ROCK TOMB	RCK



Hitmontop ♂ TYPE: FTG
LEVEL: 40
ABILITY: INTIMIDATE

TRIPLE KICK	FTG	DOUBLE TEAM	NRM
MEGA KICK	NRM	SWAGGER	NRM

Battle 2: Fun Old Man Hebson





Wobbuffet ♂ TYPE: PSY
LEVEL: 40
ABILITY: SHADOW TAG

DESTINY BOND	GHO	MIRROR COAT	PSY
ENCORE	NRM	COUNTER	FTG



Medicham ♀ TYPE: FTG-PSY
LEVEL: 40
ABILITY: PURE POWER

BRICK BREAK	FTG	FIRE PUNCH	FIRE
PSYCHIC	PSY	COUNTER	FTG



Marshtomp ♀ TYPE: WTR-GRD
LEVEL: 40
ABILITY: TORRENT

SURF	WTR	MIRROR COAT	PSY
ICY WIND	ICE	COUNTER	FTG



Shedinja TYPE: BUG-GHO
LEVEL: 40
ABILITY: WONDER GUARD

SHADOW BALL	GHO	AERIAL ACE	FLY
SILVER WIND	BUG	DIG	GRD

Semifinal: Bodybuilder Toko





Mantine ♀ TYPE: WTR-FLY
LEVEL: 40
ABILITY: SWIFT SWIM

RAIN DANCE	WTR	BODY SLAM	NRM
WATER PULSE	WTR	SUBSTITUTE	NRM



Luvdisc ♀ TYPE: WTR
LEVEL: 40
ABILITY: SWIFT SWIM

FLAIL	NRM	ATTRACT	NRM
WATERFALL	WTR	ENDURE	NRM



Lombre ♂ TYPE: WTR-GRS
LEVEL: 40
ABILITY: SWIFT SWIM

SURF	WTR	GIGA DRAIN	GRS
THUNDERPUNCH	ELC	FAKE OUT	NRM



Surskit ♂ TYPE: BUG-WTR
LEVEL: 40
ABILITY: SWIFT SWIM

HYDRO PUMP	WTR	RAIN DANCE	WTR
BLIZZARD	ICE	ATTRACT	NRM

Final: Newscaster Arule





Nuzleaf ♂ TYPE: GRS-DRK
LEVEL: 40
ABILITY: CHLOROPHYLL

SHADOW BALL	GHO	MEGA KICK	NRM
BRICK BREAK	FTG	FAKE OUT	NRM



Torkoal ♂ TYPE: FIRE
LEVEL: 40
ABILITY: WHITE SMOKE

ERUPTION	FIRE	SUNNY DAY	FIRE
IRON TAIL	STL	FIRE SPIN	FIRE



Skiploom ♀ TYPE: GRS-FLY
LEVEL: 40
ABILITY: CHLOROPHYLL

SOLARBEAM	GRS	STUN SPORE	GRS
SUNNY DAY	FIRE	REFLECT	PSY



Tropius ♀ TYPE: GRS-FLY
LEVEL: 40
ABILITY: CHLOROPHYLL

MAGICAL LEAF	GRS	SYNTHESIS	GRS
AERIAL ACE	FLY	STOMP	NRM

Trainers and Pokémon
Realgam Colosseum: Round 3

Battle 1: Supertrainer Agoll





Stantler ♂ TYPE: NRM
LEVEL: 40
ABILITY: INTIMIDATE

REST	PSY	SHADOW BALL	GHO
SLEEP TALK	NRM	DOUBLE-EDGE	NRM



Shuckle ♀ TYPE: BUG-RCK
LEVEL: 40
ABILITY: STURDY

REST	PSY	TOXIC	PSN
SLEEP TALK	NRM	DOUBLE TEAM	NRM



Miltank ♂ TYPE: NRM
LEVEL: 40
ABILITY: THICK FAT

REST	PSY	BODY SLAM	NRM
SLEEP TALK	NRM	CURSE	?



Wigglytuff ♀ TYPE: NRM
LEVEL: 40
ABILITY: CUTE CHARM

REST	PSY	COUNTER	FTG
SLEEP TALK	NRM	BODY SLAM	NRM



Quagsire ♂ TYPE: WTR-GRD
LEVEL: 40
ABILITY: WATER ABSORB

REST	PSY	MUD SHOT	GRD
SLEEP TALK	NRM	CURSE	?

Battle 2: Casual Guy Axon





Heracross ♂ TYPE: BUG-FTG
LEVEL: 40
ABILITY: GUTS

SWORDS DANCE	NRM	FURY CUTTER	BUG
FALSE SWIPE	NRM		



Ninjask ♂ TYPE: BUG-FLY
LEVEL: 40
ABILITY: SPEED BOOST

SWORDS DANCE	NRM	FURY CUTTER	BUG
FALSE SWIPE	NRM		



Ledian ♂ TYPE: BUG-FLY
LEVEL: 40
ABILITY: EARLY BIRD

SWORDS DANCE	NRM	BATON PASS	NRM
DOUBLE TEAM	NRM	REFLECT	PSY



Pinsir ♀ TYPE: BUG
LEVEL: 40
ABILITY: HYPER CUTTER

SWORDS DANCE	NRM	FURY CUTTER	BUG
FALSE SWIPE	NRM		



Mawile ♂ TYPE: STL
LEVEL: 40
ABILITY: INTIMIDATE

SWORDS DANCE	NRM	ASTONISH	GHO
FALSE SWIPE	NRM	IRON DEFENSE	STL

Semifinal: Rider Polot





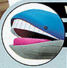
Tropius ♂ TYPE: GRS-FLY
LEVEL: 40
ABILITY: CHLOROPHYLL

FLY	FLY	STRENGTH	NRM
FLASH	NRM	SWEET SCENT	NRM



Linoone ♂ TYPE: NRM
LEVEL: 40
ABILITY: PICKUP

ROCK SMASH	FTG	SURF	WTR
CUT	NRM	STRENGTH	NRM



Wailord ♂ TYPE: WTR
LEVEL: 40
ABILITY: OBLIVIOUS

WATERFALL	WTR	SURF	WTR
DIVE	WTR	WHIRLPOOL	WTR



Azumarill ♀ TYPE: WTR
LEVEL: 40
ABILITY: THICK FAT

DIVE	WTR	WATERFALL	WTR
ROCK SMASH	FTG	PRESENT	NRM

Final: Navigator Bestol





Kirlia ♀ TYPE: PSY
LEVEL: 40
ABILITY: SYNCHRONIZE

TELEPORT	PSY	FLASH	NRM
TAUNT	DRK	THUNDERBOLT	ELC



Crawdaunt ♂ TYPE: WTR-DRK
LEVEL: 40
ABILITY: HYPER CUTTER

GUILLOTINE	NRM	SWORDS DANCE	NRM
BUBBLEBEAM	WTR	VICEGRIP	NRM



Yanma ♂ TYPE: BUG-FLY
LEVEL: 40
ABILITY: SPEED BOOST

DETECT	FTG	SIGNAL BEAM	BUG
THIEF	DRK	HIDDEN POWER	NRM



Gorebyss ♂ TYPE: WTR
LEVEL: 40
ABILITY: SWIFT SWIM

REFRESH	NRM	MUD SPORT	GRD
IRON DEFENSE	STL	WATERFALL	WTR



Sharpedo ♂ TYPE: WTR-DRK
LEVEL: 40
ABILITY: ROUGH SKIN

BITE	DRK	DOUBLE TEAM	NRM
SUBSTITUTE	NRM	HIDDEN POWER	NRM

Trainers and Pokémon

Realgam Colosseum: Round 4

Battle 1: Bodybuilder Piliot



Pokémon	Gender	Type	Level	Ability	Moves
Houndoom	♂	DRK-FIRE	40	FLASH FIRE	BITE DRK, HOWL NRM, SMOG PSN, EMBER FIRE
Delcatty	♀	NRM	40	CUTE CHARM	ASSIST NRM, TAIL WHIP NRM, DOUBLESLAP NRM, ATTRACT NRM
Sneasel	♀	ICE-DRK	40	KEEN EYE	FAKE OUT NRM, QUICK ATTACK NRM, AGILITY PSY, FAINT ATTACK DRK
Mightyena	♂	DRK	40	INTIMIDATE	BITE DRK, POISON FANG PSN, SAND-ATTACK GRD, SNATCH DRK

Battle 2: Curmudgeon Nistil



Pokémon	Gender	Type	Level	Ability	Moves
Misdreavus	♀	GHO	40	LEVITATE	PERISH SONG GHO, CONFUSE RAY GHO, PAIN SPLIT NRM, PROTECT NRM
Umbreon	♂	DRK	40	SYNCHRONIZE	CONFUSE RAY GHO, SCREECH NRM, MEAN LOOK NRM, PURSUIT DRK
Exploud	♀	NRM	40	SOUNDPROOF	REST PSY, SNORE NRM, SCREECH NRM, PROTECT NRM
Wobbuffet	♀	PSY	40	SHADOW TAG	DESTINY BOND GHO, MIRROR COAT PSY, ENCORE NRM, COUNTER FTG

Semifinal: Cooltrainer Hileon



Pokémon	Gender	Type	Level	Ability	Moves
Chimecho	♂	PSY	40	LEVITATE	YAWN NRM, ICY WIND ICE, PSYCHIC PSY, SHOCK WAVE ELC
Tentacruel	♀	WTR-PSN	40	CLEAR BODY	BARRIER PSY, WATER PULSE WTR, MIRROR COAT PSY, TOXIC PSN
Dusclops	♀	GHO	40	PRESSURE	CONFUSE RAY GHO, METRONOME NRM, SHADOW BALL GHO, PAIN SPLIT NRM
Volbeat	♂	BUG	40	SWARM	SIGNAL BEAM BUG, DYNAMICPUNCH FTG, SEISMIC TOSS FTG, SHADOW BALL GHO

Final: Cooltrainer Carben



Pokémon	Gender	Type	Level	Ability	Moves
Miltank	♀	NRM	40	THICK FAT	MILK DRINK NRM, STOMP NRM, ROLLOUT RCK, DEFENSE CURL NRM
Combusken	♂	FIRE-FTG	40	BLAZE	DOUBLE KICK FTG, SAND-ATTACK GRD, BULK UP FTG, FLAMETHROWER FIRE
Breloom	♂	GRS-FTG	40	EFFECT SPORE	LEECH SEED GRS, STUN SPORE GRS, GIGA DRAIN GRS, HEADBUTT NRM
Grumpig	♂	PSY	40	THICK FAT	PSYBEAM PSY, FUTURE SIGHT PSY, CONFUSE RAY GHO, REST PSY
Qwilfish	♂	WTR-PSN	40	SWIFT SWIM	WATER PULSE WTR, SLUDGE BOMB PSN, PIN MISSILE BUG, HAZE ICE

Orre Colosseum

The ultimate challenge awaits in this expert-level arena.

These may be the most difficult battles in Pokémon history. You can gain no advantage over your opponents, who have fantastic Pokémon with the best moves and maxed-out stats. Since they will always be at your level or higher, your only option will be to outplay your opponent. To compete you'll need to raise an elite group of high-level Pokémon with the best TMs and stat-enhancing items.

Rules and Regulations

- **You must enter with a full party of six Pokémon, but you are permitted to battle only with four Pokémon. You must beat four Trainers in a row to win a challenge. If you win a challenge, you may advance to the next group of opponents. If you lose, you will face the same group of opponents in your next challenge.**
- **Some Pokémon are prohibited (Mewtwo, Mew, Lugia, Ho-Oh, Celebi, Kyogre, Groudon, Rayquaza, Jirachi and Deoxys). You may not enter two or more of the same kind of Pokémon. Shadow Pokémon are not allowed.**
- **Pokémon may not be holding certain kinds of items when they enter. Soul Dew is not allowed. Also, Pokémon are not permitted to hold the same item as another Pokémon.**
- **Opponents' Pokémon will be at Level 60 or equal to your highest-level Pokémon.**

Round 1: Orre Colosseum—Recommended Attack & Pokémon Types

All four of these opponents use status conditions against you. Since you can't use items and you can't Call your Pokémon, this is a major problem. Give your best Pokémon a Lum Berry to protect it from the first status condition in each fight, and use Pokémon with Insomnia, Own Tempo, Shed Skin or any of the abilities that power up a Pokémon when it has a status condition. Moves like Heal Bell are fantastic here.

The first battle may be the toughest, because it focuses on the Sleep condition. Later battles focus on Confuse, but you can always ignore that and hope to get lucky. Lovrina, in the finals, has a nasty strategy that you can beat with a status condition of your own—Poison. Bring a Pokémon with Toxic if you have one.

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FIGHTING	1	ROCK	1
FIRE	1	POISON	-	GHOST	1
WATER	3	GROUND	-	DRAGON	-
ELECTRIC	1	FLYING	3	DARK	2
GRASS	4	PSYCHIC	8	STEEL	-
ICE	1	BUG	3		

BATTLE 1 — Select a party of Pokémon with moves like Heal Bell, and Pokémon with the best Fire- and Dark-type attacks. Give those Pokémon items like the Lum and Chesto Berry and focus your attacks on a single Pokémon for quick KOs.

BATTLE 2 — This Trainer will use Teeter Dance to confuse your Pokémon while his own are immune with Own Tempo. A Pokémon like Ursaring who has Guts will make this strategy backfire, or you can ignore the confusion and hope to get lucky.

SEMIFINAL — This Trainer will try to stall with Follow Me and Giga Drain. Fighting-type moves will wreck his Normal-types, and Dark-type moves will be effective against his pair of Psychic-types.

FINAL — Lovrina will use Leech Seed and Wrap and attempt to poison and confuse your Pokémon, then hide behind Protect while your Pokémon wither. She'll also wheel out Attract. Turn her strategy against her with attacks that cause Poison and Burn.

Round 2: Orre Colosseum—Recommended Attack & Pokémon Types

The hardest battles in this round involve a combo of devastating moves like Earthquake and Explosion with the Protect move or with Pokémon that are immune to the move type. Your opponents will destroy their own Pokémon in hopes of taking out two of yours for every one of theirs. It is important for you to field Pokémon of your own that can survive (like Ghost-types, Pokémon with Protect, and very high-Defense Pokémon). In the first battle, examine your opponents' rosters to discern which Pokémon will use the move and which will use Protect. In the final round, four out of the six Pokémon have Protect, so focus on the remaining two or simply battle defensively, using Protect and healing moves to endure as your opponent self-destructs.

NUMBER OF TYPES YOU'LL FACE

NORMAL	1	FIGHTING	-	ROCK	3
FIRE	1	POISON	3	GHOST	2
WATER	5	GROUND	6	DRAGON	1
ELECTRIC	1	FLYING	1	DARK	2
GRASS	1	PSYCHIC	2	STEEL	-
ICE	4	BUG	2		

BATTLE 1 — Lobel uses the classic Earthquake-and-Protect combo, so bring at least two immune Pokémon (Flying-types or Pokémon with Levitate). Use them one at a time alongside Pokémon that have Water-type attacks.

BATTLE 2 — This Trainer specializes in one-hit-KO attacks like Guillotine and Sheer Cold. Sheer Cold is the biggest threat, so make Lapras and Dewgong your primary targets. The Brightpowder held item or a sturdy ability will be useful here.

SEMIFINAL — This is a pretty straightforward battle against a roster that's heavy on Psychic-types. Run Pokémon that are capable of Bug-, Ghost- and Dark-type attacks, and at least one Pokémon that can get around Shedinja's Wonder Guard.

FINAL — Every one of Snattle's Pokémon can employ the Explode move, which is difficult to avoid. You'll have to use a Normal-type-immune Ghost-type Pokémon, a Rock- or Steel-type or the Protect skill to avoid being caught in the blasts.

Round 3: Orre Colosseum—Recommended Attack & Pokémon Types

Earthquakes are a factor in the first and last battles, but the theme of this round is type-matching. Only rarely will an opponent run two Pokémon that share a type, and each Pokémon usually has access to a variety of attack types. You'd be wise to follow your opponents' lead, with the exception that you'll need at least two Pokémon that can dodge an Earthquake (ideally you should use one Flying-type and one with the Levitate ability). When both Trainers are type-matching and have access to the best moves of each type, the key to victory is often going first. Pick your Pokémon on the basis of Speed first and Special Defense second.

NUMBER OF TYPES YOU'LL FACE

NORMAL	3	FIGHTING	4	ROCK	2
FIRE	3	POISON	3	GHOST	-
WATER	5	GROUND	4	DRAGON	1
ELECTRIC	1	FLYING	3	DARK	1
GRASS	1	PSYCHIC	1	STEEL	1
ICE	2	BUG	2		

BATTLE 1 — Three of these Pokémon can use Earthquake, so keep your Flying-types and Levitate-enabled Pokémon on the roster. Flying-type Pokémon really have to fear only Sharpedo's Ice Beam and Golem's Rock Blast, so target them first.

BATTLE 2 — This one often ends up being a type-trumping battle, and most of your opponent's Pokémon have access to three different attack types. Field high-Speed Pokémon with high Attack scores so you can hit first and hit hard.

SEMIFINAL — Electabuzz is the only Pokémon in this battle that can use Protect, and it rarely does. This frees you up to focus the attacks of both of your Pokémon on a single target. Aim at the slowest one in hopes of scoring a preemptive KO.

FINAL — Don't be afraid to switch Pokémon in this fight, since your opponent will predictably target your most vulnerable Pokémon with an attack it's vulnerable to. If you see an Earthquake coming, for example, swap in a Flying-type.

Round 4: Orre Colosseum—Recommended Attack & Pokémon Types

The Trainers in this round use a variety of strategies, so you'll need to take a Swiss-army-knife approach when building your roster. A strong, speedy offense will work well in the first and last fights, but you'll want more-resilient Pokémon for the battles in the middle. Try to bring at least one sturdy Dark-type Pokémon (or a few Pokémon with Dark-type attacks) to deal with the large number of Psychics in the second battle, and a Rock-type or Electric-type Pokémon to beat the Flying-types in the third battle.

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FIGHTING	2	ROCK	-
FIRE	1	POISON	2	GHOST	1
WATER	2	GROUND	2	DRAGON	1
ELECTRIC	1	FLYING	5	DARK	1
GRASS	-	PSYCHIC	5	STEEL	2
ICE	-	BUG	3		

BATTLE 1 — Eevee Evolutions are quick but not particularly tough on defense, so you may have success with an Earthquake/Flying-type or Explosion/Ghost-type combo of your own.

BATTLE 2 — Your opponent is running several high-Defense Pokémon, and they're so tough he'll go ahead and use Earthquake without Protect. When two toughies (Metagross, Slaking or Claydol) are out or a Gengar appears, prepare for tremors.

SEMIFINAL — If this Trainer's Pokémon doesn't have a move that type-trumps your Pokémon, she'll fall back on the Toxic/Guts combo, with which she poisons her own Pokémon to power them up. Focus your attacks on the Pokémon that has Guts.

FINAL — Chobin typically starts with a few stat-boosting moves in hopes of copying them with Psych Up or handing them off with Baton Pass. Focus your early attacks on the stat-boosters to stop the combo before it starts.

Round 5: Orre Colosseum—Recommended Attack & Pokémon Types

You'll run into a bit of the ol' Explosion/Earthquake combo here, but not as much as in past rounds. Most of these Trainers don't focus on complicated combos, preferring instead to run a diverse group of powerful Pokémon. You'll find Ice-type attacks really useful here, since Flying- and Grass-type Pokémon are common. Ice-type Pokémon will be quite effective in general, because your opponents will have only a few Pokémon that are effective against them. Flying-types are useful on both offense and defense, but scour the opponents' rosters to see which non-Electric-type Pokémon have surprise Electric-type attacks.

NUMBER OF TYPES YOU'LL FACE

NORMAL	2	FIGHTING	2	ROCK	-
FIRE	4	POISON	4	GHOST	-
WATER	4	GROUND	2	DRAGON	1
ELECTRIC	2	FLYING	6	DARK	1
GRASS	4	PSYCHIC	2	STEEL	2
ICE	-	BUG	1		

BATTLE 1 — With two Explosion-capable Pokémon, two Earthquake-capable Pokémon, and two Pokémon that can use Protect, this guy definitely has the combo advantage. He won't use it aggressively, but you'll need to be ready for it.

BATTLE 2 — Focus on type-matching here, leading off with quick Pokémon that have a variety of attack types. If Feraligatr hits the field, switch Pokémon to brace for an Earthquake, but avoid Flying-types or you'll be walking into a Rock-type attack.

SEMIFINAL — This opponent has a wide variety of attacks at his disposal. Flying-types are strong against the Grass- and Fighting-types, but watch out for Gardevoir and Sceptile's Electric-type attacks.

FINAL — This Trainer is a big fan of Roar, which forces you to swap your Pokémon. Bring two Earthquake-immune Pokémon so you can swap between them, and make sure everyone has at least two types of attacks so no Pokémon is ever useless.

Round 6: Orre Colosseum—Recommended Attack & Pokémon Types

The first three foes in this round buck the Orre Colosseum trend by focusing on specific type themes. The first uses a lot of Flying-type Pokémon with Earthquake, the second focuses on Sunny Day with Fire-type attacks and Solarbeam, and the third uses Rain Dance to enhance Water-type attacks and increase Thunder's accuracy. You can use Flying- and Ice-types in the first battle, then cruise to an easy win in Battles 2 and 3 by running Pokémon that will benefit from the weather effects. The final battle has no particular theme, but the Pokémon you used to win the earlier fights will give you a diverse group with a fighting chance.

NUMBER OF TYPES YOU'LL FACE

NORMAL	2	FIGHTING	1	ROCK	3
FIRE	3	POISON	2	GHOST	2
WATER	6	GROUND	1	DRAGON	4
ELECTRIC	2	FLYING	7	DARK	1
GRASS	5	PSYCHIC	2	STEEL	-
ICE	-	BUG	-		

BATTLE 1 It's rare in the big leagues that an opponent uses many Pokémon with the same weakness. If you field a Pokémon or two with good Ice-type attacks, consider this battle to be a gift. Watch for Dusclops's Imprison move—it disables attacks.

BATTLE 2 You can count on your opponent to use Sunny Day, and you can take advantage of it yourself by using Fire-type attacks against her Grass-types. Run Pokémon that are resistant to Fire- and Grass-type attacks, which abound here.

SEMIFINAL A Grass-type Pokémon has an advantage against each and every one of these Pokémon, but Felps has shored up this weakness by giving most of his Pokémon Ice-type attacks. Use Water-types to take advantage of Rain Dance.

FINAL There is no theme here, and all but one of the final Trainer's Pokémon have powerful attacks of four different types. Since you can't type-match on defense, you'll need to run your fastest Pokémon and KO the opposition quickly.

Round 7: Orre Colosseum—Recommended Attack & Pokémon Types

Round 7 is the ultimate challenge in a very difficult Colosseum. Your opponent's Pokémon are stunningly powerful and carefully arranged to shore up any potential weaknesses. Defense is more important than Speed here, since even super effective attacks will rarely knock out a Pokémon in a single turn. You need sheer fortitude to weather Earthquake—the last two battles are inhospitable to Flying-types, so they are not a good defense. Type-matching remains important, but more on offense than on defense. Use TMs to give your sturdiest Pokémon a wide variety of damage-dealing attacks. Good luck—this is your final battle!

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FIGHTING	1	ROCK	-
FIRE	3	POISON	1	GHOST	2
WATER	4	GROUND	1	DRAGON	2
ELECTRIC	3	FLYING	7	DARK	-
GRASS	-	PSYCHIC	4	STEEL	1
ICE	2	BUG	2		

BATTLE 1 In this battle, Lest will have Togetic and Clefable use Follow Me to run interference for slower but stronger Pokémon. Fighting-type moves are an ideal way to make this strategy backfire.

BATTLE 2 You'll need to type-match carefully to win here. Half your opponent's Pokémon are weak to Electric-type attacks, so that's the best type in general. It's hard to beat them at Speed, so you'll need to best them at Special Defense.

SEMIFINAL This is a tough one. As an added twist to the Earthquake/Protect combo, nearly all of the Pokémon here have Electric- or Ice-type attacks to defeat your Flying-types. You'll need to run high-Defense Pokémon to survive.

FINAL With Latios and Latias in the mix, good Ice-type attacks are a must. There are too many Ice- and Electric-type attacks on your opponent's side to field Flying-types, but Earthquake will be a factor, too. You'll need the defense to weather it.

Orre Colosseum pointers

- Don't expect to create a superteam of six Pokémon and beat all seven rounds with it. Different rounds require different strategies, and you'll want both high-Speed and high-Defense Pokémon of various types available to you. Import your best battlers from other Pokémon games and give yourself a wide variety of options.
- Level up all your Pokémon to the same level before you attempt Orre Colosseum.
- Since you can't use items here, sell all the high-value recovery items you own and use the money to buy stat boosters like HP Up, Carbos and Zinc.
- The game's AI is smart, but predictable. Say for example that one of your on-field Pokémon is vulnerable to Ground-type attacks and one of your opponent's Pokémon knows Earthquake. If your other on-field Pokémon is at full health and has no weaknesses your opponent can expoit, it will do the smart thing: use Earthquake. Anticipating that, you can switch your vulnerable character for a Flying-type and make your opponent's plans backfire. Use the computer's own intelligence against it!

Orre Colosseum Prizes

Round	First visit	Subsequent visits
Round 1	TM 06 (Toxic) and 500 Poké Coupons	500 Poké Coupons
Round 2	TM 27 (Return) and 1,000 Poké Coupons	1,000 Poké Dollars
Round 3	TM 48 (Skill Swap) and 1,500 Poké Coupons	1,500 Poké Dollars
Round 4	TM 36 (Sludge Bomb) and 2,000 Poké Coupons	2,000 Poké Dollars
Round 5	TM 44 (Rest) and 2,500 Poké Coupons	2,500 Poké Dollars
Round 6	TM 47 (Steel Wing) and 3,000 Poké Coupons	3,000 Poké Dollars
Round 7	TM 02 (Dragon Claw) and 3,500 Poké Coupons	3,500 Poké Dollars

Trainers and Pokémon

Orre Colosseum: Round 1

Battle 1: Hunter Greel





Parasect ♀ TYPE: BUG-GRS
LEVEL: 60 / ABILITY: EFFECT SPORE
ITEM: QUICK CLAW

SPORE	GRS	GIGA DRAIN	GRS
AERIAL ACE	FLY	RETURN	NRM



Slowbro ♂ TYPE: WTR-PSY
LEVEL: 60 / ABILITY: OWN TEMPO
ITEM: LEFTOVERS

DREAM EATER	PSY	FOCUS PUNCH	FTG
SHADOW BALL	GHO	YAWN	NRM



Houndoom ♂ TYPE: DRK-FIRE
LEVEL: 60 / ABILITY: FLASH FIRE
ITEM: FOCUS BAND

DREAM EATER	PSY	CRUNCH	DRK
FLAMETHROWER	FIRE	PURSUIT	DRK



Breloom ♂ TYPE: GRS-FTG
LEVEL: 60 / ABILITY: EFFECT SPORE
ITEM: BRIGHTPOWDER

SPORE	GRS	FOCUS PUNCH	FTG
SLUDGE BOMB	PSN	SUBSTITUTE	NRM



Jynx ♀ TYPE: ICE-PSY
LEVEL: 60 / ABILITY: OBLIVIOUS
ITEM: LAX INCENSE

DREAM EATER	PSY	PSYCHIC	PSY
ICE BEAM	ICE	LOVELY KISS	NRM



Gardevoir ♀ TYPE: PSY
LEVEL: 60 / ABILITY: SYNCHRONIZE
ITEM: SCOPE LENS

DREAM EATER	PSY	ICE PUNCH	ICE
THUNDERBOLT	ELC	HYPNOSIS	PSY

Battle 2: Rider Herlam





Spinda ♀ TYPE: NRM
LEVEL: 60 / ABILITY: OWN TEMPO
ITEM: FOCUS BAND

TEETER DANCE	NRM	DIZZY PUNCH	NRM
FLAIL	NRM	PROTECT	NRM



Cacturne ♀ TYPE: GRS-DRK
LEVEL: 60 / ABILITY: SAND VEIL
ITEM: MIRACLE SEED

TEETER DANCE	NRM	NEEDLE ARM	GRS
TOXIC	PSN	DOUBLE TEAM	NRM



Grumpig ♀ TYPE: PSY
LEVEL: 60 / ABILITY: OWN TEMPO
ITEM: LAX INCENSE

CONFUSE RAY	GHO	ICE PUNCH	ICE
PSYCHIC	PSY	FIRE PUNCH	FIRE



Slowking ♀ TYPE: WTR-PSY
LEVEL: 60 / ABILITY: OWN TEMPO
ITEM: -

YAWN	NRM	SURF	WTR
PSYCHIC	PSY	ICE BEAM	ICE



Lickitung ♀ TYPE: NRM
LEVEL: 60 / ABILITY: OWN TEMPO
ITEM: LEFTOVERS

BODY SLAM	NRM	EARTHQUAKE	GRD
SHADOW BALL	GHO	BELLY DRUM	NRM



Smeargle ♂ TYPE: NRM
LEVEL: 60 / ABILITY: OWN TEMPO
ITEM: BRIGHTPOWDER

TEETER DANCE	NRM	SHEER COLD	ICE
LOCK-ON	NRM	PROTECT	NRM

Semifinal: Sailor Lestor





Stantler ♂ TYPE: NRM
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: SCOPE LENS

THUNDER WAVE	ELC	STOMP	NRM
CONFUSE RAY	GHO	ATTRACT	NRM



Xatu ♂ TYPE: PSY-FLY
LEVEL: 60 / ABILITY: SYNCHRONIZE
ITEM: FOCUS BAND

CONFUSE RAY	GHO	PSYCHIC	PSY
THUNDER WAVE	ELC	GIGA DRAIN	GRS



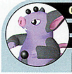
Raichu ♂ TYPE: ELC
LEVEL: 60 / ABILITY: STATIC
ITEM: LAX INCENSE

VOLT TACKLE	ELC	SWEET KISS	NRM
THUNDER WAVE	ELC	ENCORE	NRM



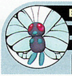
Togetic ♀ TYPE: NRM-FLY
LEVEL: 60 / ABILITY: SERENE GRACE
ITEM: LEFTOVERS

FOLLOW ME	NRM	SWEET KISS	NRM
BODY SLAM	NRM	THUNDER WAVE	ELC



Grumpig ♀ TYPE: PSY
LEVEL: 60 / ABILITY: THICK FAT
ITEM: LUM BERRY

CONFUSE RAY	GHO	ICE PUNCH	ICE
EXTRASENSORY	PSY	FIRE PUNCH	FIRE



Butterfree ♂ TYPE: BUG-FLY
LEVEL: 60 / ABILITY: COMPOUNDEYES
ITEM: BRIGHTPOWDER

STUN SPORE	GRS	PSYCHIC	PSY
FLASH	NRM	GIGA DRAIN	GRS

Final: Cipher Admin Lovrina





Shuckle ♂ TYPE: BUG-RCK
LEVEL: 60 / ABILITY: STURDY
ITEM: CHESTO BERRY

TOXIC	PSN	ATTRACT	NRM
REST	PSY	WRAP	NRM



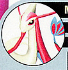
Wobbuffet ♀ TYPE: PSY
LEVEL: 60 / ABILITY: SHADOW TAG
ITEM: LUM BERRY

CHARM	NRM	COUNTER	FTG
ENCORE	NRM	MIRROR COAT	PSY



Misdreavus ♂ TYPE: GHO
LEVEL: 60 / ABILITY: LEVITATE
ITEM: QUICK CLAW

TORMENT	DRK	ATTRACT	NRM
CONFUSE RAY	GHO	PROTECT	NRM



Milotic ♀ TYPE: WTR
LEVEL: 60 / ABILITY: MARVEL SCALE
ITEM: LAX INCENSE

TOXIC	PSN	ATTRACT	NRM
CONFUSE RAY	GHO	WRAP	NRM



Blissey ♀ TYPE: NRM
LEVEL: 60 / ABILITY: NATURAL CURE
ITEM: LEFTOVERS

COUNTER	FTG	ATTRACT	NRM
SING	NRM	SEISMIC TOSS	FTG



Meganium ♀ TYPE: GRS
LEVEL: 60 / ABILITY: OVERGROW
ITEM: BRIGHTPOWDER

LEECH SEED	GRS	ATTRACT	NRM
TOXIC	PSN	PROTECT	NRM

Trainers and Pokémon

Orre Colosseum: Round 4

Battle 1: Fun Old Man Rekix



Pokémon	Gender	Type	Level / Ability	Item	Move	Type	Move	Type	Move	Type	Move	Type
Espeon	♂	PSY	LEVEL: 60 / ABILITY: SYNCHRONIZE	BRIGHTPOWDER	PSYCHIC	PSY	CALM MIND	PSY	BITE	DRK	REFLECT	PSY
Jolteon	♂	ELC	LEVEL: 60 / ABILITY: VOLT ABSORB	LAX INCENSE	THUNDERBOLT	ELC	THUNDER WAVE	ELC	BITE	DRK	CHARM	NRM
Flareon	♂	FIRE	LEVEL: 60 / ABILITY: FLASH FIRE	QUICK CLAW	BODY SLAM	NRM	FIRE BLAST	FIRE	SHADOW BALL	GHO	HELPING HAND	NRM
Umbreon	♀	DRK	LEVEL: 60 / ABILITY: SYNCHRONIZE	LUM BERRY	CONFUSE RAY	GHO	FAINT ATTACK	DRK	HELPING HAND	NRM	CHARM	NRM
Vaporeon	♀	WTR	LEVEL: 60 / ABILITY: WATER ABSORB	LEFTOVERS	QUICK ATTACK	NRM	HYDRO PUMP	WTR	ICE BEAM	ICE	HELPING HAND	NRM
Eevee	♀	NRM	LEVEL: 60 / ABILITY: RUN AWAY	FOCUS BAND	HELPING HAND	NRM	GROWL	NRM	ATTRACT	NRM	WISH	NRM

Battle 2: Fun Old Man Dargs



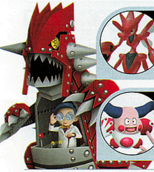
Pokémon	Gender	Type	Level / Ability	Item	Move	Type	Move	Type	Move	Type	Move	Type
Slaking	♂	NRM	LEVEL: 60 / ABILITY: TRUANT	LUM BERRY	AERIAL ACE	FLY	SHADOW BALL	GHO	BODY SLAM	NRM	EARTHQUAKE	GRD
Alakazam	♂	PSY	LEVEL: 60 / ABILITY: SYNCHRONIZE	BRIGHTPOWDER	PSYCHIC	PSY	ICE PUNCH	ICE	FIRE PUNCH	FIRE	SKILL SWAP	PSY
Milotic	♀	WTR	LEVEL: 60 / ABILITY: MARVEL SCALE	LEFTOVERS	ICE BEAM	ICE	MIRROR COAT	PSY	HYDRO PUMP	WTR	PROTECT	NRM
Gengar	♀	GHO-PSN	LEVEL: 60 / ABILITY: LEVITATE	-	PSYCHIC	PSY	FIRE PUNCH	FIRE	THUNDERBOLT	ELC	SKILL SWAP	PSY
Metagross		STL-PSY	LEVEL: 60 / ABILITY: CLEAR BODY	SCOPE LENS	SHADOW BALL	GHO	EARTHQUAKE	GRD	METEOR MASH	STL	PROTECT	NRM
Claydol		GRD-PSY	LEVEL: 60 / ABILITY: LEVITATE	QUICK CLAW	SHADOW BALL	GHO	EARTHQUAKE	GRD	ANCIENTPOWER	RCK	SKILL SWAP	PSY

Semifinal: Matron Naono



Pokémon	Gender	Type	Level / Ability	Item	Move	Type	Move	Type	Move	Type	Move	Type
Crobat	♀	PSN-FLY	LEVEL: 60 / ABILITY: INNER FOCUS	BRIGHTPOWDER	AERIAL ACE	FLY	SHADOW BALL	GHO	SLUDGE BOMB	PSN	TOXIC	PSN
Swellow	♀	NRM-FLY	LEVEL: 60 / ABILITY: GUTS	KING'S ROCK	FACADE	NRM	RETURN	NRM	AERIAL ACE	FLY	HYPER BEAM	NRM
Persian	♂	NRM	LEVEL: 60 / ABILITY: LIMBER	LEFTOVERS	FAKE OUT	NRM	SHADOW BALL	GHO	BODY SLAM	NRM	TOXIC	PSN
Dodrio	♂	NRM-FLY	LEVEL: 60 / ABILITY: EARLY BIRD	CHOICE BAND	RETURN	NRM	STEEL WING	STL	DRILL PECK	FLY		
Machamp	♂	FTG	LEVEL: 60 / ABILITY: GUTS	QUICK CLAW	FACADE	NRM	EARTHQUAKE	GRD	CROSS CHOP	FTG	ROCK TOMB	RCK
Heracross	♂	BUG-FTG	LEVEL: 60 / ABILITY: GUTS	SALAC BERRY	FACADE	NRM	MEGAHORN	BUG	BRICK BREAK	FTG	EARTHQUAKE	GRD

Final: Robo Groudon Chobin



Pokémon	Gender	Type	Level / Ability	Item	Move	Type	Move	Type	Move	Type	Move	Type
Scizor	♀	BUG-STL	LEVEL: 60 / ABILITY: SWARM	LAX INCENSE	SILVER WIND	BUG	RETURN	NRM	AERIAL ACE	FLY	STEEL WING	STL
Dragonite	♂	DRG-FLY	LEVEL: 60 / ABILITY: INNER FOCUS	LEFTOVERS	AERIAL ACE	FLY	EARTHQUAKE	GRD	RETURN	NRM	BRICK BREAK	FTG
Kangaskhan	♀	NRM	LEVEL: 60 / ABILITY: EARLY BIRD	SCOPE LENS	RETURN	NRM	EARTHQUAKE	GRD	SHADOW BALL	GHO	PROTECT	NRM
Mr. Mime	♀	PSY	LEVEL: 60 / ABILITY: SOUNDPROOF	LUM BERRY	FAKE OUT	NRM	PSYCH UP	NRM	BATON PASS	NRM	PSYCHIC	PSY
Marowak	♂	GRD	LEVEL: 60 / ABILITY: ROCK HEAD	THICK CLUB	ANCIENTPOWER	RCK	DOUBLE-EDGE	NRM	AERIAL ACE	FLY	EARTHQUAKE	GRD
Ninjask	♀	BUG-FLY	LEVEL: 60 / ABILITY: SPEED BOOST	WHITE HERB	SWORDS DANCE	NRM	BATON PASS	NRM	SILVER WIND	BUG	PROTECT	NRM

Trainers and Pokémon

Orre Colosseum: Round 5

Battle 1: Team Snagem Biden



Jolteon ♀ TYPE: ELC
LEVEL: 60 / ABILITY: VOLT ABSORB
ITEM: LUM BERRY
QUICK ATTACK NRM | BITE DRK
THUNDERBOLT ELC | PROTECT NRM

Weezing ♂ TYPE: PSN
LEVEL: 60 / ABILITY: LEVITATE
ITEM: QUICK CLAW
SLUDGE BOMB PSN | EXPLOSION NRM
FIRE BLAST FIRE | SHADOW BALL GHO

Houdoom ♀ TYPE: DRK-FIRE
LEVEL: 60 / ABILITY: FLASH FIRE
ITEM: SALAC BERRY
FIRE BLAST FIRE | REVERSAL FTG
CRUNCH DRK | ENDURE NRM

Ninjask ♀ TYPE: BUG-FLY
LEVEL: 60 / ABILITY: SPEED BOOST
ITEM: BRIGHTPOWDER
SHADOW BALL GHO | BATON PASS NRM
SWORDS DANCE NRM | PROTECT NRM

Steelix ♂ TYPE: STL-GRD
LEVEL: 60 / ABILITY: ROCK HEAD
ITEM: FOCUS BAND
EARTHQUAKE GRD | EXPLOSION NRM
DOUBLE-EDGE NRM | ROCK TOMB RCK

Hitmonlee ♂ TYPE: FTG
LEVEL: 60 / ABILITY: LIMBER
ITEM: LIECHI BERRY
EARTHQUAKE GRD | REVERSAL FTG
MACH PUNCH FTG | ENDURE NRM

Battle 2: Team Snagem Jedo



Typhlosion ♀ TYPE: FIRE
LEVEL: 60 / ABILITY: BLAZE
ITEM: FOCUS BAND
FLAMETHROWER FIRE | ATTRACT NRM
THUNDERPUNCH ELC | PROTECT NRM

Feraligatr ♂ TYPE: WTR
LEVEL: 60 / ABILITY: TORRENT
ITEM: QUICK CLAW
ANCIENTPOWER RCK | EARTHQUAKE GRD
BRICK BREAK RCK | HYDRO PUMP WTR

Slowking ♂ TYPE: WTR-PSY
LEVEL: 60 / ABILITY: OWN TEMPO
ITEM: LEFTOVERS
PSYCHIC PSY | ICE BEAM ICE
WATER PULSE WTR | FIRE BLAST FIRE

Meganium ♀ TYPE: GRS
LEVEL: 60 / ABILITY: OVERGROW
ITEM: -
REFLECT PSY | GIGA DRAIN GRS
LIGHT SCREEN PSY | BODY SLAM NRM

Raikou TYPE: ELC
LEVEL: 60 / ABILITY: PRESSURE
ITEM: BRIGHTPOWDER
PROTECT NRM | THUNDER WAVE ELC
THUNDERBOLT ELC | BITE DRK

Crobat ♂ TYPE: PSN-FLY
LEVEL: 60 / ABILITY: INNER FOCUS
ITEM: SCOPE LENS
CONFUSE RAY GHO | SLUDGE BOMB PSN
AERIAL ACE FLY | SHADOW BALL GHO

Semifinal: Team Snagem Wakin



Swampert ♀ TYPE: WTR-GRD
LEVEL: 60 / ABILITY: TORRENT
ITEM: LEFTOVERS
ICE BEAM ICE | MIRROR COAT PSY
HYDRO PUMP WTR | COUNTER FTG

Sceptile ♂ TYPE: GRS
LEVEL: 60 / ABILITY: OVERGROW
ITEM: SCOPE LENS
LEAF BLADE GRS | DRAGON CLAW DRG
CRUNCH DRK | THUNDERPUNCH ELC

Blaziken ♀ TYPE: FIRE-FTG
LEVEL: 60 / ABILITY: BLAZE
ITEM: SALAC BERRY
REVERSAL FTG | EARTHQUAKE GRD
ENDURE NRM | FIRE BLAST FIRE

Gardevoir ♀ TYPE: PSY
LEVEL: 60 / ABILITY: TRACE
ITEM: QUICK CLAW
PSYCHIC PSY | FIRE PUNCH FIRE
THUNDERBOLT ELC | DESTINY BOND GHO

Swellow ♀ TYPE: NRM-FLY
LEVEL: 60 / ABILITY: GUTS
ITEM: CHOICE BAND
AERIAL ACE FLY | STEEL WING STL
RETURN NRM |

Vileplume ♂ TYPE: GRS-PSN
LEVEL: 60 / ABILITY: CHLOROPHYLL
ITEM: FOCUS BAND
SUNNY DAY FIRE | SOLARBEAM GRS
SLEEP POWDER GRS | MOONLIGHT NRM

Final: Snagem Head Gonzap



Blastoise ♀ TYPE: WTR
LEVEL: 60 / ABILITY: TORRENT
ITEM: LEFTOVERS
ICE BEAM ICE | YAWN NRM
HYDRO CANNON WTR | ROAR NRM

Skarmory ♂ TYPE: STL-FLY
LEVEL: 60 / ABILITY: KEEN EYE
ITEM: LAX INCENSE
DRILL PECK FLY | SAND-ATTACK GRD
ATTRACT NRM | ROAR NRM

Charizard ♂ TYPE: FIRE-FLY
LEVEL: 60 / ABILITY: BLAZE
ITEM: BRIGHTPOWDER
DRAGON CLAW DRG | ROAR NRM
BLAST BURN FIRE | BITE DRK

Slaking ♂ TYPE: NRM
LEVEL: 60 / ABILITY: TRUANT
ITEM: CHOICE BAND
HYPER BEAM NRM | EARTHQUAKE GRD
SHADOW BALL GHO |

Salamence ♀ TYPE: DRG-FLY
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: SCOPE LENS
AERIAL ACE FLY | EARTHQUAKE GRD
BRICK BREAK FTG | HYPER BEAM NRM

Venusaur ♀ TYPE: GRS-PSN
LEVEL: 60 / ABILITY: OVERGROW
ITEM: LUM BERRY
FRENZY PLANT GRS | ROAR NRM
SLEEP POWDER GRS | LIGHT SCREEN PSY

Trainers and Pokémon

Orre Colosseum: Round 6

Battle 1: Sailor Jebol



Pokémon	Gender	Type	Level	Ability	Item	Move 1	Move 2	Move 3	Move 4
Dusclops	♂	GHO	60	PRESSURE	QUICK CLAW	ICE BEAM ICE	ICE PUNCH ICE	PROTECT NRM	IMPRISON PSY
Dragonite	♀	DRG-FLY	60	INNER FOCUS	LEFTOVERS	AERIAL ACE FLY	RETURN NRM	EARTHQUAKE GRD	PROTECT NRM
Aerodactyl	♂	RCK-FLY	60	ROCK HEAD	KING'S ROCK	ANCIENTPOWER RCK	AERIAL ACE FLY	EARTHQUAKE GRD	PROTECT NRM
Salamence	♂	DRG-FLY	60	INTIMIDATE	BRIGHTPOWDER	DRAGON CLAW DRG	FIRE BLAST FIRE	HYDRO PUMP WTR	PROTECT NRM
Flygon	♀	GRD-DRG	60	LEVITATE	LAX INCENSE	DRAGON CLAW DRG	GIGA DRAIN GRS	FIRE BLAST FIRE	PROTECT NRM
Zapdos		ELC-FLY	60	PRESSURE	SCOPE LENS	THUNDERBOLT ELC	DRILL PECK FLY	RETURN NRM	PROTECT NRM

Battle 2: Bodybuilder Loar



Pokémon	Gender	Type	Level	Ability	Item	Move 1	Move 2	Move 3	Move 4
Shiftry	♀	GRS-DRK	60	CHLOROPHYLL	LAX INCENSE	FAKE OUT NRM	FAINT ATTACK DRK	EXTRASENSORY PSY	SOLARBEAM GRS
Jumpluff	♀	GRS-FLY	60	CHLOROPHYLL	FOCUS BAND	HELPING HAND NRM	SUNNY DAY FIRE	ENCORE NRM	SLEEP POWDER GRS
Clefable	♀	NRM	60	CUTE CHARM	QUICK CLAW	ICE BEAM ICE	THUNDERBOLT ELC	SUNNY DAY FIRE	FIRE BLAST FIRE
Exeggutor	♀	GRS-PSY	60	CHLOROPHYLL	-	PSYCHIC PSY	ANCIENTPOWER RCK	SOLARBEAM GRS	SUNNY DAY FIRE
Entei		FIRE	60	PRESSURE	SCOPE LENS	FLAMETHROWER FIRE	SOLARBEAM GRS	SUNNY DAY FIRE	PROTECT NRM
Blaziken	♂	FIRE-FTG	60	BLAZE	SALAC BERRY	ENDURE NRM	REVERSAL FTG	OVERHEAT FIRE	EARTHQUAKE GRD

Semifinal: Bodybuilder Felps



Pokémon	Gender	Type	Level	Ability	Item	Move 1	Move 2	Move 3	Move 4
Ludicolo	♀	WTR-GRS	60	SWIFT SWIM	LEFTOVERS	FAKE OUT NRM	ICE BEAM ICE	HYDRO PUMP WTR	GIGA DRAIN GRS
Omastar	♂	RCK-WTR	60	SWIFT SWIM	FOCUS BAND	ICE BEAM ICE	HYDRO PUMP WTR	RAIN DANCE WTR	ROCK SLIDE RCK
Manectric	♂	ELC	60	LIGHTNINGROD	LAX INCENSE	THUNDER ELC	CRUNCH DRK	RAIN DANCE WTR	PROTECT NRM
Gorebyss	♂	WTR	60	SWIFT SWIM	BRIGHTPOWDER	ICE BEAM ICE	HYDRO PUMP WTR	RAIN DANCE WTR	PSYCHIC PSY
Kingdra	♂	WTR-DRG	60	SWIFT SWIM	LUM BERRY	ICE BEAM ICE	HYDRO PUMP WTR	RAIN DANCE WTR	DRAGONBREATH DRG
Qwilfish	♂	WTR-PSN	60	SWIFT SWIM	SCOPE LENS	SLUDGE BOMB PSN	SHADOW BALL GHO	DESTINY BOND GHO	DOUBLE-EDGE NRM

Final: ?

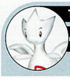
Pokémon	Gender	Type	Level	Ability	Item	Move 1	Move 2	Move 3	Move 4
Sceptile	♂	GRS	60	OVERGROW	SCOPE LENS	LEAF BLADE GRS	CRUNCH DRK	DRAGON CLAW DRG	THUNDERPUNCH ELC
Gengar	♂	GHO-PSN	60	LEVITATE	LAX INCENSE	SLUDGE BOMB PSN	SHADOW BALL GHO	CONFUSE RAY GHO	BRICK BREAK FTG
Tauros	♂	NRM	60	INTIMIDATE	CHOICE BAND	RETURN NRM	EARTHQUAKE GRD	IRON TAIL STL	
Charizard	♀	FIRE-FLY	60	BLAZE	BRIGHTPOWDER	DRAGON CLAW DRG	FIRE BLAST FIRE	BITE DRK	SEISMIC TOSS FTG
Aerodactyl	♀	RCK-FLY	60	ROCK HEAD	KING'S ROCK	ANCIENTPOWER RCK	AERIAL ACE FLY	DOUBLE-EDGE NRM	IRON TAIL STL
Starmie		WTR-PSY	60	NATURAL CURE	LUM BERRY	PSYCHIC PSY	ICE BEAM ICE	THUNDERBOLT ELC	HYDRO PUMP WTR

Trainers and Pokémon

Orre Colosseum: Round 7

Battle 1: Supertrainer Lest



	Pokémon	Gender	Type	Level / Ability	Item	Moves
	Charizard	♂	FIRE-FLY	LEVEL: 60 / ABILITY: BLAZE	ITEM: LAX INCENSE	BELLY DRUM NRM; OVERHEAT FIRE; AERIAL ACE FLY; EARTHQUAKE GRD
	Shedinja		BUG-GHO	LEVEL: 60 / ABILITY: WONDER GUARD	ITEM: FOCUS BAND	AERIAL ACE FLY; SHADOW BALL GHO; SILVER WIND BUG; PROTECT NRM
	Snorlax	♀	NRM	LEVEL: 60 / ABILITY: THICK FAT	ITEM: CHESTO BERRY	SELFDESTRUCT NRM; SHADOW BALL GHO; BODY SLAM NRM; REST PSY
	Clefable	♀	NRM	LEVEL: 60 / ABILITY: CUTE CHARM	ITEM: LEFTOVERS	FOLLOW ME NRM; SOFTBOILED NRM; COSMIC POWER PSY; PROTECT NRM
	Togetic	♂	NRM-FLY	LEVEL: 60 / ABILITY: SERENE GRACE	ITEM: BRIGHTPOWDER	FOLLOW ME NRM; PROTECT NRM; YAWN NRM; SOFTBOILED NRM
	Heracross	♂	BUG-FTG	LEVEL: 60 / ABILITY: SWARM	ITEM: SALAC BERRY	REVERSAL FTG; EARTHQUAKE GRD; MEGAHORN BUG; ENDURE NRM

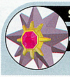
Battle 2: Cooltrainer Ebson



	Pokémon	Gender	Type	Level / Ability	Item	Moves
	Zapdos		ELC-FLY	LEVEL: 60 / ABILITY: PRESSURE	ITEM: LUM BERRY	THUNDERBOLT ELC; DRILL PECK FLY; HIDDEN POWER NRM; DETECT FTG
	Articuno		ICE-FLY	LEVEL: 60 / ABILITY: PRESSURE	ITEM: QUICK CLAW	ICE BEAM ICE; HIDDEN POWER NRM; WATER PULSE WTR; REFLECT PSY
	Entei		FIRE	LEVEL: 60 / ABILITY: PRESSURE	ITEM: BRIGHTPOWDER	BODY SLAM NRM; FIRE BLAST FIRE; HIDDEN POWER NRM; IRON TAIL STL
	Moltres		FIRE-FLY	LEVEL: 60 / ABILITY: PRESSURE	ITEM: -	AERIAL ACE FLY; FIRE BLAST FIRE; HIDDEN POWER NRM; PROTECT NRM
	Raikou		ELC	LEVEL: 60 / ABILITY: PRESSURE	ITEM: LAX INCENSE	THUNDERBOLT ELC; BITE DRK; HIDDEN POWER NRM; REFLECT PSY
	Suicune		WTR	LEVEL: 60 / ABILITY: PRESSURE	ITEM: LEFTOVERS	WATERFALL WTR; HIDDEN POWER NRM; ICE BEAM ICE; CALM MIND PSY

Semifinal: Cooltrainer Klept



	Pokémon	Gender	Type	Level / Ability	Item	Moves
	Marowak	♂	GRD	LEVEL: 60 / ABILITY: LIGHTNINGROD	ITEM: THICK CLUB	RETURN NRM; EARTHQUAKE GRD; ANCIENTPOWER RCK; PROTECT NRM
	Manectric	♀	ELC	LEVEL: 60 / ABILITY: LIGHTNINGROD	ITEM: BRIGHTPOWDER	CRUNCH DRK; PROTECT NRM; THUNDERBOLT ELC; THUNDER WAVE ELC
	Starmie		WTR-PSY	LEVEL: 60 / ABILITY: NATURAL CURE	ITEM: LAX INCENSE	PSYCHIC PSY; HYDRO PUMP WTR; ICE BEAM ICE; PROTECT NRM
	Gyarados	♂	WTR-FLY	LEVEL: 60 / ABILITY: INTMIDATE	ITEM: SCOPE LENS	RETURN NRM; EARTHQUAKE GRD; HIDDEN POWER NRM; DRAGON DANCE DRG
	Dodrio	♂	NRM-FLY	LEVEL: 60 / ABILITY: EARLY BIRD	ITEM: CHOICE BAND	RETURN NRM; HYPER BEAM NRM; DRILL PECK FLY; HAZE ICE
	Lapras	♀	WTR-ICE	LEVEL: 60 / ABILITY: WATER ABSORB	ITEM: LEFTOVERS	ICE BEAM ICE; HYDRO PUMP WTR; THUNDERBOLT ELC; PROTECT NRM

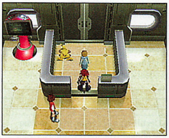
Final: ?

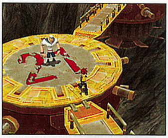
	Pokémon	Gender	Type	Level / Ability	Item	Moves
	Latios	♂	DRG-PSY	LEVEL: 60 / ABILITY: LEVITATE	ITEM: BRIGHTPOWDER	PSYCHIC PSY; ICE BEAM ICE; DRAGON CLAW DRG; THUNDERBOLT ELC
	Gengar	♂	GHO-PSN	LEVEL: 60 / ABILITY: LEVITATE	ITEM: LAX INCENSE	PSYCHIC PSY; ICE PUNCH ICE; FIRE PUNCH FIRE; THUNDERBOLT ELC
	Snorlax	♀	NRM	LEVEL: 60 / ABILITY: THICK FAT	ITEM: LEFTOVERS	BODY SLAM NRM; SHADOW BALL GHO; EARTHQUAKE GRD; PROTECT NRM
	Latias	♀	DRG-PSY	LEVEL: 60 / ABILITY: LEVITATE	ITEM: SCOPE LENS	PSYCHIC PSY; WATERFALL WTR; DRAGON CLAW DRG; THUNDERBOLT ELC
	Metagross		STL-PSY	LEVEL: 60 / ABILITY: CLEAR BODY	ITEM: QUICK CLAW	EARTHQUAKE GRD; SHADOW BALL GHO; METEOR MASH STL; PROTECT NRM
	Tauros	♂	NRM	LEVEL: 60 / ABILITY: INTIMIDATE	ITEM: CHOICE BAND	RETURN NRM; IRON TAIL STL; EARTHQUAKE GRD

Mt. Battle

Challenge 100 Trainers for EXP, Poké Coupons and TMs.

Mt. Battle is similar to the Colosseums, but allows you to save your game and access your menu screen between challenges. Each of the 10 areas has 10 Trainers, most without full rosters of Pokémon. We covered the first six areas on page 33, so here we will present only the last four areas. Remember to bring a wide variety of Pokémon and change their order between fights to capitalize on your opponents' weaknesses!





Area 7: Mt. Battle—Recommended Attack & Pokémon Types

Mt. Battle gives you the freedom to change the order of the Pokémon in your roster before every battle, allowing you to put your Fire-type Pokémon in front when you're going up against Grass-types, for example. However, in the fifth battle the Electrode often opens up with an Explosion. You may not want to risk your best Pokémon against that.

ELECTRIC — Several of your opponents use the Rain Dance/Thunder combo to score easy, powerful hits. If your own Pokémon have Thunder, they too can reap the benefits of Rain Dance!

DARK — The final two battles are heavy on Psychic-types, and they're among the toughest battles in this round. The more Dark-type attacks you have, the better.

GROUND — By sheer numbers, Electric-types are tied for second. The Rain Dance/Thunder combo isn't so impressive when your Pokémon are immune!

GRASS — It won't fill any holes in your offense, but with a dozen Electric-, Ground- and Water-type Pokémon in this round, a solid Grass-type will have plenty to do.

FIRE — Battle 8 is full of Grass-types, and there's an occasional Bug-type in the mix, as well. That should be just enough to earn a spot on your bench for a Fire-type Pokémon.

NUMBER OF TYPES YOU'LL FACE

NORMAL	7	FIGHTING	1	ROCK	1
FIRE	2	POISON	4	GHOST	-
WATER	3	GROUND	1	DRAGON	-
ELECTRIC	8	FLYING	8	DARK	3
GRASS	6	PSYCHIC	9	STEEL	1
ICE	-	BUG	2		

Area 8: Mt. Battle—Recommended Attack & Pokémon Types

Your foes are getting smarter, and they employ several clever combos. In your fifth battle, your opponent will try to poison her own Ursaring to use the Guts/Facade combo that will make the Pokémon a KO'ing machine. Put a Fighting-type in your opening line-up and take it out fast! The ninth battle may be the toughest of all; it involves heavy use of the Earthquake/Protect combo. You'll need Flying-types to get through it, especially ones with Water-, Grass- or Bug-type attacks to KO Tyranitar.

PSYCHIC — Fighting- and Poison-type foes are among the most common in this round, and often the most dangerous. A good Psychic-type Pokémon is effective in a front position.

FIGHTING — Fighting-type moves will rarely lack a target in this round. Normal-type Ursaring, Rock-type Tyranitar and a host of Dark-type Pokémon are major threats.

FLYING — Flying-type Pokémon are important, mostly to break the Earthquake combo in Battle 9. They'll also come in handy against Fighting-, Bug- and Grass-types.

ELECTRIC — There are 11 Water-type Pokémon and eight Flying-type Pokémon in this round. They're not the most difficult of foes, but you have to respect their numbers.

ICE — Ice-type moves will come in handy against Flying- and Grass-types, and the two Dragon-type Pokémon. Just beware of the Rock- and Fighting-type foes you'll face.

NUMBER OF TYPES YOU'LL FACE

NORMAL	4	FIGHTING	5	ROCK	5
FIRE	1	POISON	5	GHOST	-
WATER	11	GROUND	3	DRAGON	2
ELECTRIC	-	FLYING	8	DARK	6
GRASS	6	PSYCHIC	3	STEEL	-
ICE	2	BUG	5		

Area 9: Mt. Battle—Recommended Attack & Pokémon Types

You'll notice a lot of the Trainers in this area like using skills such as Earthquake and Explosion, and often try to complement these skills with Protect. This makes for a particularly tough battle with trainer #89, who has a full roster of six Pokémon; a couple of successful Explosions could leave you seriously outnumbered! It is important to use quick Pokémon with a type advantage (Water-type Pokémon especially) to KO these Pokémon before they can KO you.

WATER — By and large, the Earthquake, Selfdestruct and Explosion moves will come from Rock- and Ground-type Pokémon that can be KO'd with moves like Hydro Pump.

GRASS — Grass is your plan B against Rock- and Ground-types, and also comes in handy against the handful of Ground-and-Water-types you'll face.

FLYING — There are almost no Electric-type Pokémon here, and the Rock-types mainly use Ground-type moves. Bring a Flying-type to survive Earthquakes.

FIGHTING — Fighting is yet another type that is strong against Rock-type Pokémon, and has the added bonus of beating a handful of difficult Steel-type Pokémon, as well.

ELECTRIC — While Ground- and Rock-types beat Electric-types, they appear mostly in later rounds. Use an Electric-type Pokémon in the Water-types-heavy early battles, then switch it out.

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FIGHTING	1	ROCK	8
FIRE	2	POISON	4	GHOST	1
WATER	9	GROUND	7	DRAGON	1
ELECTRIC	1	FLYING	4	DARK	–
GRASS	2	PSYCHIC	3	STEEL	5
ICE	2	BUG	3		

Area 10: Mt. Battle—Recommended Attack & Pokémon Types

Will the Earthquakes never cease? And the answer is . . . no. All but two of the Trainers in this area have a Pokémon capable of using Earthquake, and most have more. Later Trainers are quite fond of Explosion as well. Bring a fair number of Flying-types, a Ghost-type and any Pokémon that knows Protect. In later fights, assume any Pokémon that can self-destruct will. Check to see which Pokémon has Protect and which doesn't, then focus all your attacks on the one that doesn't.

FLYING — Any type that can get a free pass against Earthquake is great here. Ideally, bring a Flying-type Pokémon with attacks that are powerful enough to get one-hit KO's.

GHOST — Selfdestruct and Explosion are both Normal-type attacks, so Ghosts are nearly indestructible in fights like Battle 99, in which Explosions are more common than Earthquakes.

FIRE — Although Fire-type Pokémon have a lot of vulnerabilities here, a Fire-type-Pokémon-powered Fire Blast is one of the few things that can KO Steel- and Ice-type Pokémon.

DRAGON — If your Dragon-type is faster than the Dragon-types Battlus runs, the final battle will be easy; just use Dragon Claw! Dragon-types are also good in Battles 93 and 94.

ICE — Ice is good against Dragon- and Flying-type Pokémon, and a fast Ice-type attacker can often prevent an Earthquake by quickly KO'ing a Rock-type Pokémon.

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FIGHTING	5	ROCK	5
FIRE	4	POISON	1	GHOST	2
WATER	12	GROUND	5	DRAGON	5
ELECTRIC	4	FLYING	10	DARK	5
GRASS	7	PSYCHIC	4	STEEL	3
ICE	2	BUG	4		

Rewards for your effort

The greatest reward you'll receive in Mt. Battle is a mountain of EXP, but you won't exactly walk away empty-handed. Clearing Area 7 will earn you 1,500 Poké Coupons and TM 04 (Calm Mind). Area 8 is worth 1,600 Poké Coupons and TM 08 (Bulk Up). The prize for Area 9 is 1,700 Poké Coupons and TM 40, which contains the excellent Flying-type Aerial Ace move. The final battle is worth 2,000 Poké Coupons. If you beat all 100 Trainers in Mt. Battle, you'll receive a Chikorita, a Cyndaquil or a Totodile; see pages 158-160 for details.



Trainers and Pokémon
Mt. Battle: Area 7

Battle 61: Chaser Melin





Swellow ♀	TYPE: NRM-FLY		
LEVEL: 57			
ABILITY: GUTS			
QUICK ATTACK	NRM	RETURN	NRM
AERIAL ACE	FLY	ENDEAVOR	NRM



Murkrow ♀	TYPE: DRK-FLY		
LEVEL: 59			
ABILITY: INSOMNIA			
CONFUSE RAY	GHO	FAINT ATTACK	DRK
TAUNT	DRK	NIGHT SHADE	GHO



Golbat ♂	TYPE: PSN-FLY		
LEVEL: 58			
ABILITY: INNER FOCUS			
BITE	DRK	CONFUSE RAY	GHO
POISON FANG	PSN	AIR CUTTER	FLY

Battle 62: Hunter Gibson





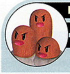
Plusle ♂	TYPE: ELC		
LEVEL: 58			
ABILITY: PLUS			
ENCORE	NRM	THUNDER	ELC
PROTECT	NRM	RAIN DANCE	WTR



Pidgeotto ♂	TYPE: NRM-FLY		
LEVEL: 59			
ABILITY: KEEN EYE			
QUICK ATTACK	NRM	FEATHERDANCE	FLY
FRUSTRATION	NRM	WING ATTACK	FLY



Minun ♀	TYPE: ELC		
LEVEL: 57			
ABILITY: MINUS			
ENCORE	NRM	THUNDER	ELC
PROTECT	NRM	HELPING HAND	NRM



Dugtrio ♀	TYPE: GRD		
LEVEL: 60			
ABILITY: SAND VEIL			
TRI ATTACK	NRM	ROCK SLIDE	RCK
SLASH	NRM	EARTHQUAKE	GRD

Battle 63: Newscaster Idlon





Linoone ♂	TYPE: NRM		
LEVEL: 58			
ABILITY: PICKUP			
BELLY DRUM	NRM	SLASH	NRM
REST	PSY	SHADOW BALL	GHO



Vigoroth ♂	TYPE: NRM		
LEVEL: 60			
ABILITY: VITAL SPIRIT			
SLASH	NRM	COUNTER	FTG
SHADOW BALL	GHO	FOCUS PUNCH	FTG



Furret ♂	TYPE: NRM		
LEVEL: 59			
ABILITY: KEEN EYE			
REST	PSY	DOUBLE-EDGE	NRM
FOLLOW ME	NRM	HELPING HAND	NRM



Electabuzz ♂	TYPE: ELC		
LEVEL: 60			
ABILITY: STATIC			
THUNDERBOLT	ELC	SCREECH	NRM
BRICK BREAK	FTG	SWIFT	NRM

Battle 64: Chaser Hobol





Ninjask ♂	TYPE: BUG-FLY		
LEVEL: 58			
ABILITY: SPEED BOOST			
SILVER WIND	BUG	SLASH	NRM
DOUBLE TEAM	NRM	SWORDS DANCE	NRM



Medicham ♀	TYPE: FTG-PSY		
LEVEL: 60			
ABILITY: PURE POWER			
HI JUMP KICK	FTG	HIDDEN POWER	NRM
DETECT	FTG	ROCK TOMB	RCK



Jumpluff ♀	TYPE: GRS-FLY		
LEVEL: 59			
ABILITY: CHLOROPHYLL			
MEGA DRAIN	GRS	LEECH SEED	GRS
ENCORE	NRM	SLEEP POWDER	GRS



Raichu ♀	TYPE: ELC		
LEVEL: 61			
ABILITY: STATIC			
QUICK ATTACK	NRM	ENCORE	NRM
THUNDERBOLT	ELC	THUNDER WAVE	ELC

Battle 65: Chaser Keller





Crobat ♂ TYPE: PSN-FLY
LEVEL: 59
ABILITY: INNER FOCUS

HAZE	ICE	SHADOW BALL	GHO
POISON FANG	PSN	AIR CUTTER	FLY



Sceptile ♂ TYPE: GRS
LEVEL: 60
ABILITY: OVERGROW

QUICK ATTACK	NRM	DRAGON CLAW	DRG
LEAF BLADE	GRS	DETECT	FTG



Starmie TYPE: WTR-PSY
LEVEL: 61
ABILITY: NATURAL CURE

PSYCHIC	PSY	RECOVER	NRM
HYDRO PUMP	WTR	COSMIC POWER	PSY



Manectric ♀ TYPE: ELC
LEVEL: 60
ABILITY: LIGHTNINGROD

BITE	DRK	THUNDER WAVE	ELC
THUNDER	ELC	ROAR	NRM



Electrode TYPE: ELC
LEVEL: 61
ABILITY: STATIC

MIRROR COAT	PSY	THUNDERBOLT	ELC
EXPLOSION	NRM	LIGHT SCREEN	PSY

Battle 66: Fun Old Man Ebilo





Roselia ♀ TYPE: GRS-PSN
LEVEL: 57
ABILITY: NATURAL CURE

SLUDGE BOMB	PSN	LEECH SEED	GRS
PETAL DANCE	GRS	SWEET SCENT	NRM



Beautifly ♂ TYPE: BUG-FLY
LEVEL: 59
ABILITY: SWARM

SILVER WIND	BUG	ATTRACT	NRM
GIGA DRAIN	GRS	ENDURE	NRM



Spinda ♂ TYPE: NRM
LEVEL: 58
ABILITY: OWN TEMPO

HYPNOSIS	PSY	SHADOW BALL	GHO
DOUBLE-EDGE	NRM	TEETER DANCE	NRM

Battle 67: Matron Tulon





Golduck ♂ TYPE: WTR
LEVEL: 58
ABILITY: DAMP

HYDRO PUMP	WTR	DISABLE	NRM
RAIN DANCE	WTR	CONFUSION	PSY



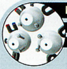
Gorebyss ♂ TYPE: WTR
LEVEL: 59
ABILITY: SWIFT SWIM

PSYCHIC	PSY	AMNESIA	PSY
HYDRO PUMP	WTR	RAIN DANCE	WTR



Ampharos ♂ TYPE: ELC
LEVEL: 58
ABILITY: STATIC

FIRE PUNCH	FIRE	LIGHT SCREEN	PSY
THUNDER	ELC	COTTON SPORE	GRS



Magneton TYPE: ELC-STL
LEVEL: 60
ABILITY: MAGNET PULL

TRI ATTACK	NRM	METAL SOUND	STL
THUNDER	ELC	THUNDER WAVE	ELC

Battle 68: Curmudgeon Okor





Gloom ♀ TYPE: GRS-PSN
LEVEL: 58
ABILITY: CHLOROPHYLL

PETAL DANCE	GRS	SUNNY DAY	FIRE
MOONLIGHT	NRM	STUN SPORE	GRS



Vileplume ♂ TYPE: GRS-PSN
LEVEL: 60
ABILITY: CHLOROPHYLL

SLUDGE BOMB	PSN	STUN SPORE	GRS
MOONLIGHT	NRM	SOLARBEAM	GRS



Sunflora ♂ TYPE: GRS
LEVEL: 59
ABILITY: CHLOROPHYLL

FLAIL	NRM	SUNNY DAY	FIRE
SOLARBEAM	GRS	GRASSWHISTLE	GRS

Battle 69: Casual Guy Ebzor



Kirlia ♀ TYPE: PSY
LEVEL: 58
ABILITY: SYNCHRONIZE

Move	Type	Move	Type
DREAM EATER	PSY	THUNDERBOLT	ELC
HYPNOSIS	PSY	CALM MIND	PSY

Kadabra ♀ TYPE: PSY
LEVEL: 60
ABILITY: SYNCHRONIZE

Move	Type	Move	Type
RECOVER	PSY	REFLECT	PSY
PSYCHIC	PSY	THUNDER WAVE	ELC

Girafarig ♂ TYPE: NRM-PSY
LEVEL: 59
ABILITY: INNER FOCUS

Move	Type	Move	Type
PSYBEAM	PSY	STOMP	NRM
THUNDERBOLT	ELC	CRUNCH	DRK

Lunatone TYPE: RCK-PSY
LEVEL: 61
ABILITY: LEVITATE

Move	Type	Move	Type
PSYCHIC	PSY	HYPNOSIS	PSY
ICE BEAM	ICE	COSMIC POWER	PSY

Battle 70: Area Leader Nocon



Gardevoir ♀ TYPE: PSY
LEVEL: 59
ABILITY: TRACE

Move	Type	Move	Type
PSYCHIC	PSY	CALM MIND	PSY
ICE PUNCH	ICE	SHADOW BALL	GHO

Espeon ♀ TYPE: PSY
LEVEL: 60
ABILITY: SYNCHRONIZE

Move	Type	Move	Type
CALM MIND	PSY	BITE	DRK
PSYCHIC	PSY	LIGHT SCREEN	PSY

Alakazam ♀ TYPE: PSY
LEVEL: 61
ABILITY: INNER FOCUS

Move	Type	Move	Type
CALM MIND	PSY	ENCORE	NRM
PSYCHIC	PSY	THUNDERPUNCH	ELC

Typhlosion ♀ TYPE: FIRE
LEVEL: 60
ABILITY: BLAZE

Move	Type	Move	Type
QUICK ATTACK	NRM	THUNDERPUNCH	ELC
FLAMETHROWER	FIRE	CRUSH CLAW	NRM

Houndoom ♂ TYPE: DRK-FIRE
LEVEL: 61
ABILITY: FLASH FIRE

Move	Type	Move	Type
FLAMETHROWER	FIRE	ROAR	NRM
CRUNCH	DRK	SLUDGE BOMB	PSN

Trainers and Pokémon

Mt. Battle: Area 8

Battle 71: Sailor Ordes



Dustox ♀ TYPE: BUG-PSN
LEVEL: 62
ABILITY: SHIELD DUST

Move	Type	Move	Type
TOXIC	PSN	LIGHT SCREEN	PSY
SILVER WIND	BUG	SUBSTITUTE	NRM

Ledian ♀ TYPE: BUG-FLY
LEVEL: 63
ABILITY: SWARM

Move	Type	Move	Type
DOUBLE-EDGE	NRM	BATON PASS	NRM
AGILITY	PSY	SWORDS DANCE	NRM

Kecleon ♂ TYPE: NRM
LEVEL: 62
ABILITY: COLOR CHANGE

Move	Type	Move	Type
ANCIENTPOWER	RCK	SCREECH	NRM
SUBSTITUTE	NRM	DOUBLE TEAM	NRM

Battle 72: Navigator Ovun



Lombre ♀ TYPE: WTR-GRS
LEVEL: 63
ABILITY: SWIFT SWIM

Move	Type	Move	Type
FAKE OUT	NRM	MEGA DRAIN	GRS
ICE PUNCH	ICE	HYDRO PUMP	WTR

Tentacool ♂ TYPE: WTR-PSN
LEVEL: 62
ABILITY: LIQUID OOZE

Move	Type	Move	Type
HYDRO PUMP	WTR	BARRIER	PSY
SCREECH	NRM	SLUDGE BOMB	PSN

Mantine ♂ TYPE: WTR-FLY
LEVEL: 63
ABILITY: WATER ABSORB

Move	Type	Move	Type
CONFUSE RAY	GHO	WING ATTACK	FLY
WATER PULSE	WTR	RAIN DANCE	WTR

Battle 73: Bodybuilder Adeson



Bellossom ♂ TYPE: GRS
LEVEL: 64
ABILITY: CHLOROPHYLL

PETAL DANCE	GRS	MOONLIGHT	NRM
SOLARBEAM	GRS	SUNNY DAY	FIRE

Hitmontop ♂ TYPE: FTG
LEVEL: 63
ABILITY: INTIMIDATE

TRIPLE KICK	FTG	COUNTER	FTG
DETECT	FTG	DIG	GRD

Togetic ♀ TYPE: NRM-FLY
LEVEL: 64
ABILITY: SERENE GRACE

FOLLOW ME	NRM	WISH	NRM
ENCORE	NRM	ATTRACT	NRM

Altaria ♀ TYPE: DRG-FLY
LEVEL: 63
ABILITY: NATURAL CURE

DRAGON CLAW	DRG	DRAGON DANCE	DRG
PERISH SONG	NRM	SKY ATTACK	FLY

Battle 74: Bodybuilder Robit



Claydol TYPE: GRD-PSY
LEVEL: 64
ABILITY: LEVITATE

ANCIENTPOWER	RCK	ROCK TOMB	RCK
MUD-SLAP	GRD	DIG	GRD

Cradily ♀ TYPE: RCK-GRS
LEVEL: 64
ABILITY: SUCTION CUP

CONFUSE RAY	GHO	ACID	PSN
ANCIENTPOWER	RCK	MIRROR COAT	PSY

Grumpig ♂ TYPE: PSY
LEVEL: 64
ABILITY: OWN TEMPO

PSYCHIC	PSY	BOUNCE	FLY
CONFUSE RAY	GHO	TOXIC	PSN

Tentacruel ♀ TYPE: WTR-PSN
LEVEL: 63
ABILITY: CLEAR BODY

HYDRO PUMP	WTR	SUPERSONIC	NRM
SCREECH	NRM	MIRROR COAT	PSY

Battle 75: Cooltrainer Noxon



Umbreon ♂ TYPE: DRK
LEVEL: 64
ABILITY: SYNCHRONIZE

CONFUSE RAY	GHO	RAIN DANCE	WTR
SCREECH	NRM	FAINT ATTACK	DRK

Milotic ♂ TYPE: WTR
LEVEL: 64
ABILITY: MARVEL SCALE

HYDRO PUMP	WTR	ATTRACT	NRM
RECOVER	NRM	MIRROR COAT	PSY

Regice TYPE: ICE
LEVEL: 64
ABILITY: CLEAR BODY

LOCK-ON	NRM	ICY WIND	ICE
ICE BEAM	ICE	ZAP CANNON	ELC

Ludicolo ♀ TYPE: WTR-GRS
LEVEL: 64
ABILITY: SWIFT SWIM

FAKE OUT	NRM	HYDRO PUMP	WTR
GIGA DRAIN	GRS	NATURE POWER	NRM

Articuno TYPE: ICE-FLY
LEVEL: 64
ABILITY: PRESSURE

ICE BEAM	ICE	SHEER COLD	ICE
MIND READER	NRM	WATER PULSE	WTR

Battle 76: Worker Releo



Ursaring ♂ TYPE: NRM
LEVEL: 61
ABILITY: GUTS

THRASH	NRM	SLASH	NRM
FACADE	NRM	FAINT ATTACK	DRK

Ariados ♂ TYPE: BUG-PSN
LEVEL: 60
ABILITY: SWARM

SLUDGE BOMB	PSN	PSYCHIC	PSY
STRING SHOT	BUG	NIGHT SHADE	GHO

Qwilfish ♀ TYPE: WTR-PSN
LEVEL: 60
ABILITY: POISON POINT

HYDRO PUMP	WTR	TAKE DOWN	NRM
DESTINY BOND	GHO	TOXIC	PSN

Trainers and Pokémon

Orre Colosseum: Round 3

Battle 1: Chaser Navu





Sharpedo ♂ TYPE: WTR-DRK
LEVEL: 60 / ABILITY: ROUGH SKIN
ITEM: BRIGHTPOWDER

CRUNCH	DRK	PROTECT	NRM
ICE BEAM	ICE	HYDRO PUMP	WTR



Hitmonlee ♂ TYPE: FTG
LEVEL: 60 / ABILITY: LIMBER
ITEM: SALAC BERRY

REVERSAL	FTG	ENDURE	NRM
EARTHQUAKE	GRD	ROCK TOMB	RCK



Zangoose ♀ TYPE: NRM
LEVEL: 60 / ABILITY: IMMUNITY
ITEM: LIECHI BERRY

FLAIL	NRM	ENDURE	NRM
SHADOW BALL	GHO	CRUSH CLAW	NRM



Victreebel ♀ TYPE: GRS-PSN
LEVEL: 60 / ABILITY: CHLOROPHYLL
ITEM: LAX INCENSE

MAGICAL LEAF	GRS	SLEEP POWDER	GRS
SLUDGE BOMB	PSN	PROTECT	NRM



Golem ♂ TYPE: RCK-GRD
LEVEL: 60 / ABILITY: ROCK HEAD
ITEM: LEFTOVERS

DOUBLE-EDGE	NRM	PROTECT	NRM
EARTHQUAKE	GRD	ROCK BLAST	RCK



Nidoqueen ♀ TYPE: PSN-GRD
LEVEL: 60 / ABILITY: POISON POINT
ITEM: QUICK CLAW

SLUDGE BOMB	PSN	EARTHQUAKE	GRD
SHADOW BALL	GHO	SUPERPOWER	FTG

Battle 2: Chaser Pixen





Nidoking ♂ TYPE: PSN-GRD
LEVEL: 60 / ABILITY: POISON POINT
ITEM: QUICK CLAW

SLUDGE BOMB	PSN	SHADOW BALL	GHO
BODY SLAM	NRM	MEGAHORN	BUG



Magmar ♂ TYPE: FIRE
LEVEL: 60 / ABILITY: FLAME BODY
ITEM: FOCUS BAND

FLAMETHROWER	FIRE	THUNDERPUNCH	ELC
PSYCHIC	PSY	CONFUSE RAY	GHO



Politoed ♀ TYPE: WTR
LEVEL: 60 / ABILITY: DAMP
ITEM: LUM BERRY

ICE BEAM	ICE	HYDRO PUMP	WTR
PSYCHIC	PSY	SWAGGER	NRM



Fearow ♀ TYPE: NRM-FLY
LEVEL: 60 / ABILITY: KEEN EYE
ITEM: -

TRI ATTACK	NRM	STEEL WING	STL
DRILL PECK	FLY	ATTRACT	NRM



Jynx ♀ TYPE: ICE-PSY
LEVEL: 60 / ABILITY: OBLIVIOUS
ITEM: LAX INCENSE

LOVELY KISS	NRM	ICE BEAM	ICE
FAKE OUT	NRM	DREAM EATER	PSY



Armaldo ♂ TYPE: RCK-BUG
LEVEL: 60 / ABILITY: BATTLE ARMOR
ITEM: LEFTOVERS

BODY SLAM	NRM	ROCK BLAST	RCK
BRICK BREAK	FTG	DIG	GRD

Semifinal: Chaser Daks





Scizor ♂ TYPE: BUG-STL
LEVEL: 60 / ABILITY: SWARM
ITEM: QUICK CLAW

SILVER WIND	BUG	SECRET POWER	NRM
AERIAL ACE	FLY	STEEL WING	STL



Electabuzz ♀ TYPE: ELC
LEVEL: 60 / ABILITY: STATIC
ITEM: BRIGHTPOWDER

THUNDERBOLT	ELC	PROTECT	NRM
ICE PUNCH	ICE	FIRE PUNCH	FIRE



Quagsire ♂ TYPE: WTR-GRD
LEVEL: 60 / ABILITY: DAMP
ITEM: LAX INCENSE

ANCIENTPOWER	RCK	BODY SLAM	NRM
SLUDGE BOMB	PSN	EARTHQUAKE	GRD



Arcanine ♂ TYPE: FIRE
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: WHITE HERB

EXTREMESPEED	NRM	OVERHEAT	FIRE
CRUNCH	DRK	PROTECT	NRM



Walrein ♀ TYPE: ICE-WTR
LEVEL: 60 / ABILITY: THICK FAT
ITEM: LEFTOVERS

ICE BEAM	ICE	SHEER COLD	ICE
WATERFALL	WTR	ICY WIND	ICE



Primeape ♂ TYPE: FTG
LEVEL: 60 / ABILITY: VITAL SPIRIT
ITEM: SCOPE LENS

LOW KICK	FTG	CROSS CHOP	FTG
BODY SLAM	NRM	ROCK TOMB	RCK

Final: Cipher Admin Gorigan





Salamence ♀ TYPE: DRG-FLY
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: BRIGHTPOWDER

DRAGON CLAW	DRG	CRUNCH	DRK
FLAMETHROWER	FIRE	HYDRO PUMP	WTR



Arcanine ♂ TYPE: FIRE
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: WHITE HERB

EXTREMESPEED	NRM	OVERHEAT	FIRE
CRUNCH	DRK	PROTECT	NRM



Hitmontop ♂ TYPE: FTG
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: LEFTOVERS

BRICK BREAK	FTG	DETECT	FTG
BODY SLAM	NRM	EARTHQUAKE	GRD



Granbull ♀ TYPE: NRM
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: QUICK CLAW

RETURN	NRM	SHADOW BALL	GHO
BRICK BREAK	FTG	HYPER BEAM	NRM



Tauros ♂ TYPE: NRM
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: CHESTO BERRY

RETURN	NRM	HYPER BEAM	NRM
EARTHQUAKE	GRD	REST	PSY



Gyarados ♀ TYPE: WTR-FLY
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: LUM BERRY

DOUBLE-EDGE	NRM	ICY WIND	ICE
EARTHQUAKE	GRD	THUNDER WAVE	ELC

Battle 77: Casual Dude Cark



Rhydon ♂ TYPE: GRD-RCK
LEVEL: 62
ABILITY: ROCK HEAD

DOUBLE-EDGE	NRM	ROCK BLAST	RCK
MEGAHORN	BUG	EARTHQUAKE	GRD

Solrock TYPE: RCK-PSY
LEVEL: 61
ABILITY: LEVITATE

ROCK SLIDE	RCK	COSMIC POWER	PSY
SOLARBEAM	GRS	SUNNY DAY	FIRE

Dodrio ♂ TYPE: NRM-FLY
LEVEL: 61
ABILITY: EARLY BIRD

DRILL PECK	FLY	AGILITY	PSY
TRI ATTACK	NRM	REST	PSY

Battle 78: Beauty Minot



Mightyena ♀ TYPE: DRK
LEVEL: 62
ABILITY: INTIMIDATE

SHADOW BALL	GHO	SCARY FACE	NRM
BITE	DRK	SWAGGER	NRM

Sharpedo ♀ TYPE: WTR-DRK
LEVEL: 61
ABILITY: ROUGH SKIN

SWAGGER	NRM	CRUNCH	DRK
SCREECH	NRM	HYDRO PUMP	WTR

Shiftry ♂ TYPE: GRS-DRK
LEVEL: 62
ABILITY: CHLOROPHYLL

FAINT ATTACK	DRK	EXTRASENSORY	PSY
TORMENT	DRK	LEECH SEED	GRS

Crawdaunt ♀ TYPE: WTR-DRK
LEVEL: 61
ABILITY: HYPER CUTTER

GUILLOTINE	NRM	CRUNCH	DRK
ANCIENTPOWER	RCK	CRABHAMMER	WTR

Battle 79: Cooltrainer Lask



Breloom ♀ TYPE: GRS-FTG
LEVEL: 62
ABILITY: EFFECT SPORE

SPORE	GRS	DYNAMICPUNCH	FTG
GIGA DRAIN	GRS	FOCUS PUNCH	FTG

Tyranitar ♂ TYPE: RCK-DRK
LEVEL: 62
ABILITY: SAND STREAM

CRUNCH	DRK	EARTHQUAKE	GRD
THRASH	NRM	DRAGON DANCE	DRG

Swampert ♂ TYPE: WTR-GRD
LEVEL: 62
ABILITY: TORRENT

ICE BEAM	ICE	PROTECT	NRM
HYDRO PUMP	WTR	EARTHQUAKE	GRD

Armaldo ♂ TYPE: RCK-BUG
LEVEL: 62
ABILITY: BATTLE ARMOR

PROTECT	NRM	SLASH	NRM
ANCIENTPOWER	RCK	EARTHQUAKE	GRD

Battle 80: Area Leader Naday



Blaziken ♂ TYPE: FIRE-FTG
LEVEL: 62
ABILITY: BLAZE

SLASH	NRM	SKY UPPERCUT	FTG
BLAZE KICK	FIRE	BULK UP	FTG

Salamence ♂ TYPE: DRG-FLY
LEVEL: 62
ABILITY: INTIMIDATE

DRAGON CLAW	DRG	PROTECT	NRM
CRUNCH	DRK	FIRE BLAST	FIRE

Heracross ♂ TYPE: BUG-FTG
LEVEL: 62
ABILITY: SWARM

BRICK BREAK	FTG	MEGAHORN	BUG
BODY SLAM	NRM	BULK UP	FTG

Gyarados ♀ TYPE: WTR-FLY
LEVEL: 62
ABILITY: INTIMIDATE

DRAGON DANCE	DRG	THRASH	NRM
BODY SLAM	NRM	HYPER BEAM	NRM

Machamp ♀ TYPE: FTG
LEVEL: 61
ABILITY: GUTS

CROSS CHOP	FTG	BULK UP	FTG
ROCK TOMB	RCK	EARTHQUAKE	GRD

Trainers and Pokémon

Orre Colosseum: Round 2

Battle 1: Worker Lobel



Pokémon	Gender	Type	Level / Ability	Item	Moves
Tyranitar	♂	RCK-DRK	LEVEL: 60 / ABILITY: SAND STREAM	LEFTOVERS	CRUNCH DRK; FIRE BLAST FIRE; THUNDERBOLT ELC; PROTECT NRM
Quagsire	♂	WTR-GRD	LEVEL: 60 / ABILITY: WATER ABSORB	QUICK CLAW	ICE BEAM ICE; YAWN NRM; EARTHQUAKE GRD; PROTECT NRM
Cacturne	♂	GRS-DRK	LEVEL: 60 / ABILITY: SAND VEIL	LAX INCENSE	GIGA DRAIN GRS; DOUBLE TEAM NRM; THUNDERPUNCH ELC; SUBSTITUTE NRM
Sandslash	♀	GRD	LEVEL: 60 / ABILITY: SAND VEIL	BRIGHTPOWDER	AERIAL ACE FLY; EARTHQUAKE GRD; BRICK BREAK FTG; FOCUS PUNCH FTG
Claydol		GRD-PSY	LEVEL: 60 / ABILITY: LEVITATE	LUM BERRY	PSYCHIC PSY; EXPLOSION NRM; ICE BEAM ICE; LIGHT SCREEN PSY
Dugtrio	♂	GRD	LEVEL: 60 / ABILITY: SAND VEIL	FOCUS BAND	SUBSTITUTE NRM; DOUBLE TEAM NRM; ROCK SLIDE RCK; EARTHQUAKE GRD

Battle 2: Casual Guy Makel



Pokémon	Gender	Type	Level / Ability	Item	Moves
Dewgong	♀	WTR-ICE	LEVEL: 60 / ABILITY: THICK FAT	QUICK CLAW	FAKE OUT NRM; ENCORE NRM; BLIZZARD ICE; SHEER COLD ICE
Dugtrio	♀	GRD	LEVEL: 60 / ABILITY: ARENA TRAP	BRIGHTPOWDER	ANCIENTPOWER RCK; PROTECT NRM; EARTHQUAKE GRD; FISSURE GRD
Pinsir	♂	BUG	LEVEL: 60 / ABILITY: HYPER CUTTER	SALAC BERRY	FLAIL NRM; ENDURE NRM; BRICK BREAK FTG; GUILLOTINE NRM
Kingler	♂	WTR	LEVEL: 60 / ABILITY: SHELL ARMOR	-	GUILLOTINE NRM; REST PSY; AMNESIA PSY; SLEEP TALK NRM
Nidoking	♂	PSN-GRD	LEVEL: 60 / ABILITY: POISON POINT	FOCUS BAND	SLUDGE BOMB PSN; HORN DRILL NRM; MEGAHORN BUG; PROTECT NRM
Lapras	♀	WTR-ICE	LEVEL: 60 / ABILITY: WATER ABSORB	LEFTOVERS	ICE BEAM ICE; HYDRO PUMP WTR; THUNDERBOLT ELC; SHEER COLD ICE

Semifinal: Researcher Limar



Pokémon	Gender	Type	Level / Ability	Item	Moves
Shedinja		BUG-GHO	LEVEL: 60 / ABILITY: WONDER GUARD	FOCUS BAND	SILVER WIND BUG; SHADOW BALL GHO; AERIAL ACE FLY; SWORDS DANCE NRM
Hypno	♂	PSY	LEVEL: 60 / ABILITY: INSOMNIA	LEFTOVERS	CALM MIND PSY; ICE PUNCH ICE; PSYCHIC PSY; THUNDERPUNCH ELC
Kabutops	♂	RCK-WTR	LEVEL: 60 / ABILITY: SWIFT SWIM	KING'S ROCK	RAIN DANCE WTR; BODY SLAM NRM; ROCK SLIDE RCK; BRICK BREAK FTG
Ditto		NRM	LEVEL: 60 / ABILITY: LIMBER	METAL POWDER	TRANSFORM NRM
Altaria	♀	DRG-FLY	LEVEL: 60 / ABILITY: NATURAL CURE	BRIGHTPOWDER	DRAGON DANCE DRG; BODY SLAM NRM; AERIAL ACE FLY; EARTHQUAKE GRD
Rapidash	♀	FIRE	LEVEL: 60 / ABILITY: FLASH FIRE	LAX INCENSE	SUNNY DAY FIRE; SOLARBEAM GRS; FLAMETHROWER FIRE; HYPNOSIS PSY

Final: Cipher Admin Snattle



Pokémon	Gender	Type	Level / Ability	Item	Moves
Electrode		ELC	LEVEL: 60 / ABILITY: SOUNDPROOF	LIECHI BERRY	EXPLOSION NRM; THUNDERBOLT ELC; LIGHT SCREEN PSY; ENDURE NRM
Muk	♂	PSN	LEVEL: 60 / ABILITY: STICK HOLD	QUICK CLAW	IMPRISON PSY; EXPLOSION NRM; PROTECT NRM; SUBSTITUTE NRM
Regirock		RCK	LEVEL: 60 / ABILITY: CLEAR BODY	LAX INCENSE	EXPLOSION NRM; EARTHQUAKE GRD; ANCIENTPOWER RCK; PROTECT NRM
Gengar	♀	GHO-PSN	LEVEL: 60 / ABILITY: LEVITATE	SCOPE LENS	EXPLOSION NRM; SLUDGE BOMB PSN; SHADOW BALL GHO; PROTECT NRM
Glalie	♀	ICE	LEVEL: 60 / ABILITY: INNER FOCUS	SALAC BERRY	EXPLOSION NRM; SHADOW BALL GHO; ICE BEAM ICE; ENDURE NRM
Regice		ICE	LEVEL: 60 / ABILITY: CLEAR BODY	LEFTOVERS	EXPLOSION NRM; THUNDERBOLT ELC; ICE BEAM ICE; PROTECT NRM

Trainers and Pokémon

Mt. Battle: Area 9

Battle 81: Sailor Hols





Wobbuffet ♂ TYPE: PSY

LEVEL: 63

ABILITY: SHADOW TAG

DESTINY BOND	GHO	MIRROR COAT	PSY
ENCORE	NRM	COUNTER	FTG



Swalot ♂ TYPE: PSN

LEVEL: 63

ABILITY: LIQUID OOZE

SLUDGE BOMB	PSN	SPIT UP	NRM
SWALLOW	NRM	STOCKPILE	NRM



Grimer ♀ TYPE: PSN

LEVEL: 63

ABILITY: STICKY HOLD

DISABLE	NRM	SHADOW PUNCH	GHO
SLUDGE BOMB	PSN	SCREECH	NRM



Exploud ♂ TYPE: NRM

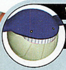
LEVEL: 63

ABILITY: SOUNDPROOF

HYPER VOICE	NRM	REST	PSY
SUPERSONIC	NRM	HYPER BEAM	NRM

Battle 82: Bodybuilder Albah





Wailmer ♀ TYPE: WTR

LEVEL: 64

ABILITY: WATER VEIL

WATER SPOUT	WTR	RAIN DANCE	WTR
AMNESIA	PSY	HYDRO PUMP	WTR



Castform ♂ TYPE: NRM

LEVEL: 64

ABILITY: FORECAST

WEATHER BALL	NRM	EMBER	FIRE
THUNDER	ELC	WATER GUN	WTR



Azumarill ♀ TYPE: WTR

LEVEL: 64

ABILITY: HUGE POWER

ICE PUNCH	ICE	DOUBLE-EDGE	NRM
RAIN DANCE	WTR	HYDRO PUMP	WTR



Wailord ♀ TYPE: WTR

LEVEL: 64

ABILITY: WATER VEIL

WATER SPOUT	WTR	HYDRO PUMP	WTR
AMNESIA	PSY	REST	PSY

Battle 83: Casual Guy Ginner





Whiscash ♂ TYPE: WTR-GRD

LEVEL: 64

ABILITY: OBLIVIOUS

WATER GUN	WTR	EARTHQUAKE	GRD
FUTURE SIGHT	PSY	PROTECT	NRM



Lanturn ♂ TYPE: WTR-ELC

LEVEL: 64

ABILITY: VOLT ABSORB

SPARK	ELC	PROTECT	NRM
CONFUSE RAY	GHO	HYDRO PUMP	WTR



Shedinja TYPE: BUG-GHO

LEVEL: 64

ABILITY: WONDER GUARD

SHADOW BALL	GHO	CONFUSE RAY	GHO
AERIAL ACE	FLY	FURY SWIPES	NRM



Quagsire ♀ TYPE: WTR-GRD

LEVEL: 65

ABILITY: WATER ABSORB

ANCIENTPOWER	RCK	YAWN	NRM
MUD SHOT	GRD	EARTHQUAKE	GRD

Battle 84: Rider Copin





Glalie ♀ TYPE: ICE

LEVEL: 66

ABILITY: INNER FOCUS

CRUNCH	DRK	PROTECT	NRM
BLIZZARD	ICE	TOXIC	PSN



Walrein ♂ TYPE: WTR-ICE

LEVEL: 66

ABILITY: THICK FAT

BODY SLAM	NRM	PROTECT	NRM
BLIZZARD	ICE	ENCORE	NRM



Tropius ♀ TYPE: GRS-FLY

LEVEL: 66

ABILITY: CHLOROPHYLL

SWEET SCENT	NRM	EARTHQUAKE	GRD
MAGICAL LEAF	GRS	SOLARBEAM	GRS



Dunsparce ♂ TYPE: NRM

LEVEL: 66

ABILITY: SERENE GRACE

TAKE DOWN	NRM	SCREECH	NRM
YAWN	NRM	SUNNY DAY	FIRE

Battle 89: Supertrainer Nimblis





Weezing ♀ TYPE: PSN
LEVEL: 64
ABILITY: LEVITATE

MEMENTO	DRK	HAZE	ICE
EXPLOSION	NRM	PROTECT	NRM



Seedot ♀ TYPE: GRS
LEVEL: 63
ABILITY: CHLOROPHYLL

EXPLOSION	NRM	PROTECT	NRM
SUNNY DAY	FIRE	NATURE POWER	NRM



Graveler ♀ TYPE: RCK-GRD
LEVEL: 63
ABILITY: STURDY

EXPLOSION	NRM	BRICK BREAK	FTG
DOUBLE-EDGE	NRM	EARTHQUAKE	GRD



Pineco ♀ TYPE: BUG
LEVEL: 63
ABILITY: STURDY

EXPLOSION	NRM	SPIKES	GRD
DOUBLE-EDGE	NRM	PROTECT	NRM



Sudowoodo ♀ TYPE: RCK
LEVEL: 63
ABILITY: ROCK HEAD

EXPLOSION	NRM	MIMIC	NRM
DOUBLE-EDGE	NRM	BLOCK	NRM



Nosepass ♀ TYPE: RCK
LEVEL: 63
ABILITY: STURDY

EXPLOSION	NRM	BLOCK	NRM
ZAP CANNON	ELC	LOCK-ON	NRM

Battle 90: Area Leader Ragen





Regirock TYPE: RCK
LEVEL: 67
ABILITY: CLEAR BODY

ANCIENTPOWER	RCK	SUPERPOWER	FTG
EARTHQUAKE	GRD	HYPER BEAM	NRM



Metagross TYPE: STL-PSY
LEVEL: 67
ABILITY: CLEAR BODY

AERIAL ACE	FLY	SHADOW BALL	GHO
METEOR MASH	STL	PSYCHIC	PSY



Skarmory ♀ TYPE: STL-FLY
LEVEL: 65
ABILITY: KEEN EYE

SANDSTORM	RCK	AERIAL ACE	FLY
SPIKES	GRD	WHIRLWIND	NRM



Aggron ♀ TYPE: STL-RCK
LEVEL: 67
ABILITY: ROCK HEAD

DOUBLE-EDGE	NRM	PROTECT	NRM
AERIAL ACE	FLY	IRON TAIL	STL



Gligar ♀ TYPE: GRD-FLY
LEVEL: 65
ABILITY: SAND VEIL

GUILLOTINE	NRM	HYPER BEAM	NRM
AERIAL ACE	FLY	PROTECT	NRM

Trainers and Pokémon
Mt. Battle: Area 10

Battle 91: Researcher Newin





Ludicolo ♂ TYPE: WTR-GRS
LEVEL: 66
ABILITY: SWIFT SWIM

ICE BEAM	ICE	HYDRO PUMP	WTR
GIGA DRAIN	GRS	THUNDERPUNCH	ELC



Gorebyss ♀ TYPE: WTR
LEVEL: 66
ABILITY: SWIFT SWIM

PSYCHIC	PSY	HYDRO PUMP	WTR
ICE BEAM	ICE	RAIN DANCE	WTR



Lanturn ♂ TYPE: WTR-ELC
LEVEL: 66
ABILITY: VOLT ABSORB

HYDRO PUMP	WTR	CONFUSE RAY	GHO
THUNDER	ELC	RAIN DANCE	WTR



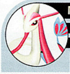
Kingdra ♀ TYPE: WTR-DRG
LEVEL: 66
ABILITY: SWIFT SWIM

ICE BEAM	ICE	HYDRO PUMP	WTR
DRAGONBREATH	DRG	RAIN DANCE	WTR



Huntail ♂ TYPE: WTR
LEVEL: 66
ABILITY: SWIFT SWIM

CRUNCH	DRK	HYDRO PUMP	WTR
ICE BEAM	ICE	RAIN DANCE	WTR



Milotic ♀ TYPE: WTR
LEVEL: 66
ABILITY: MARVEL SCALE

ICE BEAM	ICE	RAIN DANCE	WTR
HYDRO PUMP	WTR	RECOVER	NRM

Battle 92: Fun Old Man Roben





Tyranitar ♂ TYPE: RCK-DRK
LEVEL: 66
ABILITY: SAND STREAM

CRUNCH	DRK	EARTHQUAKE	GRD
ROCK SLIDE	RCK	PROTECT	NRM



Sandslash ♀ TYPE: GRD
LEVEL: 66
ABILITY: SAND VEIL

BRICK BREAK	FTG	EARTHQUAKE	GRD
CRUSH CLAW	NRM	SANDSTORM	RCK



Aggron ♂ TYPE: STL-RCK
LEVEL: 66
ABILITY: ROCK HEAD

DOUBLE-EDGE	NRM	PROTECT	NRM
IRON TAIL	STL	ROCK TOMB	RCK



Cacturne ♂ TYPE: GRS-DRK
LEVEL: 66
ABILITY: SAND VEIL

FAINT ATTACK	DRK	LEECH SEED	GRS
NEEDLE ARM	GRS	DOUBLE TEAM	NRM



Gligar ♀ TYPE: GRD-FLY
LEVEL: 66
ABILITY: SAND VEIL

AERIAL ACE	FLY	EARTHQUAKE	GRD
SAND-ATTACK	GRD	GUILLOTINE	NRM

Battle 85: Bodybuilder Koren





Hariyama ♀ TYPE: FTG
LEVEL: 67
ABILITY: THICK FAT

BELLY DRUM	NRM	SEISMIC TOSS	FTG
ARM THRUST	FTG	ICE PUNCH	ICE



Wigglytuff ♀ TYPE: NRM
LEVEL: 67
ABILITY: CUTE CHARM

SHADOW BALL	GHO	HYPER VOICE	NRM
SING	NRM	PSYCH UP	NRM



Slaking ♂ TYPE: NRM
LEVEL: 67
ABILITY: TRUANT

HYPER BEAM	NRM	ENCORE	NRM
COUNTER	FTG	COVET	NRM

Battle 86: Casual Dude Laks





Clamperl ♀ TYPE: WTR
LEVEL: 63
ABILITY: SHELL ARMOR

IRON DEFENSE	STL	DIVE	WTR
WHIRLPOOL	WTR	CLAMP	WTR



Rhyhorn ♂ TYPE: GRD-RCK
LEVEL: 63
ABILITY: LIGHTNINGROD

MEGAHORN	BUG	CRUSH CLAW	NRM
ROCK BLAST	RCK	EARTHQUAKE	GRD



Forretress ♀ TYPE: BUG-STL
LEVEL: 63
ABILITY: STURDY

DOUBLE-EDGE	NRM	EXPLOSION	NRM
PROTECT	NRM	EARTHQUAKE	GRD



Pelipper ♀ TYPE: WTR-FLY
LEVEL: 63
ABILITY: KEEN EYE

ICE BEAM	ICE	PROTECT	NRM
WING ATTACK	FLY	HYDRO PUMP	WTR

Battle 87: Chaser Kippen





Shelgon ♂ TYPE: DRG
LEVEL: 64
ABILITY: ROCK HEAD

DOUBLE-EDGE	NRM	BITE	DRK
DRAGONBREATH	DRG	HEADBUTT	NRM



Metang TYPE: STL-PSY
LEVEL: 64
ABILITY: CLEAR BODY

AERIAL ACE	FLY	METEOR MASH	STL
AGILITY	PSY	HYPER BEAM	NRM



Koffing ♀ TYPE: PSN
LEVEL: 64
ABILITY: LEVITATE

MEMENTO	DRK	TOXIC	PSN
DESTINY BOND	GHO	SMOKESCREEN	NRM



Magcargo ♀ TYPE: FIRE-RCK
LEVEL: 64
ABILITY: FLAME BODY

FLAMETHROWER	FIRE	BODY SLAM	NRM
YAWN	NRM	ROCK SLIDE	RCK



Torkoal ♀ TYPE: FIRE
LEVEL: 64
ABILITY: WHITE SMOKE

HEAT WAVE	FIRE	BODY SLAM	NRM
FLAMETHROWER	FIRE	SLUDGE BOMB	PSN

Battle 88: Hunter Nasom





Sandslash ♀ TYPE: GRD
LEVEL: 65
ABILITY: SAND VEIL

SANDSTORM	RCK	EARTHQUAKE	GRD
SAND TOMB	GRD	SAND-ATTACK	GRD



Miltank ♀ TYPE: NRM
LEVEL: 67
ABILITY: THICK FAT

PROTECT	NRM	DOUBLE TEAM	NRM
BODY SLAM	NRM	MILK DRINK	NRM



Golem ♀ TYPE: RCK-GRD
LEVEL: 65
ABILITY: ROCK HEAD

DOUBLE-EDGE	NRM	EARTHQUAKE	GRD
BRICK BREAK	FTG	SELFDESTRUCT	NRM

Battle 93: Chaser Rillian





Espeon ♀ TYPE: PSY
LEVEL: 67
ABILITY: SYNCHRONIZE

PSYCHIC	PSY	GROWL	NRM
BITE	DRK	CALM MIND	PSY



Entei TYPE: FIRE
LEVEL: 67
ABILITY: PRESSURE

BODY SLAM	NRM	FIRE BLAST	FIRE
BITE	DRK	SWAGGER	NRM



Raikou TYPE: ELC
LEVEL: 67
ABILITY: PRESSURE

QUICK ATTACK	NRM	CRUNCH	DRK
THUNDERBOLT	ELC	REFLECT	PSY



Umbreon ♂ TYPE: DRK
LEVEL: 67
ABILITY: SYNCHRONIZE

CONFUSE RAY	GHO	FAINT ATTACK	DRK
HELPING HAND	NRM	ATTRACT	NRM



Suicune TYPE: WTR
LEVEL: 67
ABILITY: PRESSURE

WATERFALL	WTR	BITE	DRK
ICE BEAM	ICE	CALM MIND	PSY

Battle 94: Bodybuilder Solog





Sceptile ♂ TYPE: GRS
LEVEL: 67
ABILITY: OVERGROW

LEAF BLADE	GRS	CRUNCH	DRK
DETECT	FTG	THUNDERPUNCH	ELC



Blaziken ♂ TYPE: FIRE-FTG
LEVEL: 67
ABILITY: BLAZE

SLASH	NRM	FIRE BLAST	FIRE
THUNDERPUNCH	ELC	SKY UPPERCUT	FTG



Feraligatr ♂ TYPE: WTR
LEVEL: 67
ABILITY: TORRENT

BRICK BREAK	FTG	HYDRO PUMP	WTR
SLASH	NRM	EARTHQUAKE	GRD



Swampert ♀ TYPE: WTR-GRD
LEVEL: 67
ABILITY: TORRENT

ICE BEAM	ICE	PROTECT	NRM
HYDRO PUMP	WTR	EARTHQUAKE	GRD



Meganium ♀ TYPE: GRS
LEVEL: 67
ABILITY: OVERGROW

BODY SLAM	NRM	LIGHT SCREEN	PSY
REFLECT	PSY	LEECH SEED	GRS



Typhlosion ♀ TYPE: FIRE
LEVEL: 67
ABILITY: BLAZE

THUNDERPUNCH	ELC	PROTECT	NRM
FIRE BLAST	FIRE	SMOKESCREEN	NRM

Battle 95: Worker Saken





Gyarados ♂ TYPE: WTR-FLY
LEVEL: 68
ABILITY: INTIMIDATE

DRAGON DANCE	DRG	ENDURE	NRM
FLAIL	NRM	EARTHQUAKE	GRD



Starmie TYPE: WTR-PSY
LEVEL: 68
ABILITY: NATURAL CURE

ICE BEAM	ICE	HYDRO PUMP	WTR
THUNDERBOLT	ELC	PROTECT	NRM



Manectric ♀ TYPE: ELC
LEVEL: 68
ABILITY: LIGHTNINGROD

CRUNCH	DRK	RAIN DANCE	WTR
THUNDER	ELC	PROTECT	NRM



Rhydon ♂ TYPE: GRD-RCK
LEVEL: 68
ABILITY: LIGHTNINGROD

MEGAHORN	BUG	ROCK BLAST	RCK
EARTHQUAKE	GRD	PROTECT	NRM



Mantine ♀ TYPE: WTR-FLY
LEVEL: 68
ABILITY: SWIFT SWIM

CONFUSE RAY	GHO	HYDRO PUMP	WTR
WING ATTACK	FLY	RAIN DANCE	WTR

Battle 96: Newscaster Sivil





Ninjask ♂ TYPE: BUG-FLY
LEVEL: 68
ABILITY: SPEED BOOST

SWORDS DANCE	NRM	BATON PASS	NRM
PROTECT	NRM	SILVER WIND	BUG



Armaldo ♂ TYPE: RCK-BUG
LEVEL: 68
ABILITY: BATTLE ARMOR

AERIAL ACE	FLY	ROCK BLAST	RCK
BODY SLAM	NRM	EARTHQUAKE	GRD



Ursaring ♀ TYPE: NRM
LEVEL: 68
ABILITY: GUTS

BODY SLAM	NRM	BRICK BREAK	FTG
AERIAL ACE	FLY	EARTHQUAKE	GRD



Togetic ♀ TYPE: NRM-FLY
LEVEL: 68
ABILITY: HUSTLE

FOLLOW ME	NRM	YAWN	NRM
ATTRACT	NRM	WISH	NRM



Breloom ♂ TYPE: GRS-FTG
LEVEL: 68
ABILITY: EFFECT SPORE

SPORE	GRS	SLUDGE BOMB	PSN
BRICK BREAK	FTG	BODY SLAM	NRM



Miltank ♀ TYPE: NRM
LEVEL: 68
ABILITY: THICK FAT

BODY SLAM	NRM	EARTHQUAKE	GRD
SHADOW BALL	GHO	PSYCH UP	NRM

Battle 97: Cooltrainer Flostin





Crobat ♂ TYPE: PSN-FLY
LEVEL: 69
ABILITY: INNER FOCUS

SLUDGE BOMB	PSN	SHADOW BALL	GHO
AERIAL ACE	FLY	TOXIC	PSN



Heracross ♂ TYPE: BUG-FTG
LEVEL: 69
ABILITY: GUTS

FACADE	NRM	MEGAHORN	BUG
BRICK BREAK	FTG	EARTHQUAKE	GRD



Machamp ♂ TYPE: FTG
LEVEL: 69
ABILITY: GUTS

FACADE	NRM	COUNTER	FTG
CROSS CHOP	FTG	ROCK TOMB	RCK



Swellow ♂ TYPE: NRM-FLY
LEVEL: 69
ABILITY: GUTS

FACADE	NRM	TOXIC	PSN
AERIAL ACE	FLY	HYPER BEAM	NRM



Hariyama ♂ TYPE: FTG
LEVEL: 69
ABILITY: GUTS

FACADE	NRM	CROSS CHOP	FTG
FAKE OUT	NRM	ROCK TOMB	RCK

Battle 98: Cooltrainer Tetil





Shiftry ♂ TYPE: GRS-DRK
LEVEL: 69
ABILITY: CHLOROPHYLL

FAKE OUT	NRM	BRICK BREAK	FTG
SHADOW BALL	GHO	EXPLOSION	NRM



Houndoom ♂ TYPE: DRK-FIRE
LEVEL: 69
ABILITY: FLASH FIRE

FLAMETHROWER	FIRE	ENDURE	NRM
CRUNCH	DRK	REVERSAL	FTG



Flygon ♀ TYPE: GRD-DRG
LEVEL: 69
ABILITY: LEVITATE

FIRE BLAST	FIRE	SOLARBEAM	GRS
EARTHQUAKE	GRD	PROTECT	NRM



Jumpluff ♀ TYPE: GRS-FLY
LEVEL: 69
ABILITY: CHLOROPHYLL

SUNNY DAY	FIRE	ENCORE	NRM
SLEEP POWDER	GRS	PROTECT	NRM



Castform ♂ TYPE: NRM
LEVEL: 69
ABILITY: FORECAST

SUNNY DAY	FIRE	SOLARBEAM	GRS
WEATHER BALL	NRM	PROTECT	NRM

Battle 99: Supertrainer Libal





Electrode TYPE: ELC
LEVEL: 70
ABILITY: SOUNDPROOF

EXPLOSION	NRM	REFLECT	PSY
THUNDERBOLT	ELC		



Glalie ♂ TYPE: ICE
LEVEL: 70
ABILITY: INNER FOCUS

EXPLOSION	NRM	CRUNCH	DRK
ICE BEAM	ICE	PROTECT	NRM



Registeel TYPE: STL
LEVEL: 70
ABILITY: CLEAR BODY

EXPLOSION	NRM	EARTHQUAKE	GRD
SUPERPOWER	FTG	PROTECT	NRM



Regirock TYPE: RCK
LEVEL: 70
ABILITY: CLEAR BODY

EXPLOSION	NRM	COUNTER	FTG
ANCIENTPOWER	RCK	BODY SLAM	NRM



Shedinja TYPE: BUG-GHO
LEVEL: 70
ABILITY: WONDER GUARD

SILVER WIND	BUG	CONFUSE RAY	GHO
SHADOW BALL	GHO	SWORDS DANCE	NRM



Regice TYPE: ICE
LEVEL: 70
ABILITY: CLEAR BODY

EXPLOSION	NRM	ICE BEAM	ICE
THUNDERBOLT	ELC	PROTECT	NRM

Battle 100: Mt. Battle Master Battlus





Dusclops ♂ TYPE: GHO
LEVEL: 70
ABILITY: PRESSURE

IMPRISON	PSY	ICE BEAM	ICE
SHADOW BALL	GHO	PROTECT	NRM



Latias ♀ TYPE: DRG-PSY
LEVEL: 70
ABILITY: LEVITATE

PSYCHIC	PSY	WATERFALL	WTR
DRAGON CLAW	DRG	CALM MIND	PSY



Metagross TYPE: STL-PSY
LEVEL: 70
ABILITY: CLEAR BODY

SHADOW BALL	GHO	METEOR MASH	STL
AERIAL ACE	FLY	EARTHQUAKE	GRD



Latios ♂ TYPE: DRG-PSY
LEVEL: 70
ABILITY: LEVITATE

PSYCHIC	PSY	ICE BEAM	ICE
DRAGON CLAW	DRG	THUNDERBOLT	ELC



Salamence ♀ TYPE: DRG-FLY
LEVEL: 70
ABILITY: INTIMIDATE

AERIAL ACE	FLY	FIRE BLAST	FIRE
BODY SLAM	NRM	EARTHQUAKE	GRD



Slaking ♂ TYPE: NRM
LEVEL: 70
ABILITY: TRUANT

HYPER BEAM	NRM	EARTHQUAKE	GRD
SHADOW BALL	GHO		

Minigames

Battle Sims and Battle Bingo offer unique challenges.

In addition to the Realgam Colosseum, Realgam Tower is home to two minigames that put your Pokémon acumen to the test. You can't win EXP from either game, but you can learn some valuable lessons and pick up a few new combos. Those who persist and master these games can also score some truly fantastic prizes, some of which are available nowhere else.

A fun way to earn items and Poké Coupons

The first time you clear each Battle Simulation you'll win a prize. The lower-numbered CDs yield modest prizes, but later prizes include stunningly powerful items like Sacred Ash (from Battle CD 46). The prizes in Battle Bingo are less significant (typically Ether) but that game pays you in Poké Coupons, as well. You can take the coupons to Mt. Battle to buy held items and TMs that can be invaluable in higher-level battles. Anyone who intends to challenge Orre Colosseum will want to earn a pile of Poké Coupons first. See the chart below, listed in order of cost from 3,500 to 15,000 Poké Coupons.



Prize	Description
TM 29 (Psychic)	A powerful Psychic attack that may lower Special Defense.
TM 13 (Ice Beam)	Fires an icy-cold beam that may freeze the target.
TM 24 (Thunderbolt)	A powerful Electric attack that may cause paralysis.
TM 35 (Flamethrower)	Looses a stream of fire that may burn the target.
TM 30 (Shadow Ball)	Hurls a dark lump at the target. It may lower Special Defense.
Mental Herb	A held item that snaps Pokémon out of infatuation.
White Herb	A held item that restores any lowered stat.
Quick Claw	A held item that occasionally allows the first strike.
Focus Band	A held item that occasionally prevents fainting.
Brightpowder	A held item that casts a glare to reduce accuracy.
King's Rock	A held item that may cause flinching when foe is hit.
Scope Lens	A held item that raises the critical-hit rate.
Choice Band	Raises a move's power, but permits only that move.
Shell Bell	A held item that restores HP upon striking a foe.
Ganlon Berry	A held item that raises Defense in a pinch.
Salac Berry	A held item that raises Speed in a pinch.
Petaya Berry	A held item that raises Special Attack in a pinch.
Apicot Berry	A held item that raises Special Defense in a pinch.

Poké Coupons let you buy all sorts of fantastic items in Mt. Battle, most of which are not sold anywhere else. If you have enough Poké Coupons, you can purchase any of the Mt. Battle items multiple times.

Battle Sims

Battle Sims are virtual battle simulations saved on Battle CDs. The first 32 are puzzles of a sort; the odds in the battle seem stacked against you, but if you use a precise sequence of moves in the right order, you can beat them. You can learn a lot of interesting uses for obscure moves by playing these sims! The other Battle CDs are more balanced, and simply contain flashy battles: all the Eevee evolutions versus a high-level Mew, or Lugia and Ho-Oh versus Latias and Latios, for example.

Find Battle CDs



Battle CDs are hidden throughout the game, and there are 50 in all. Be sure to check the maps in the walkthrough or look at the Battle CDs reference section (see page 165) to locate them all. Some will become available only after certain events in the game.

Buying and flipping Battle CDs

Not all Battle CDs are found on the field. After you complete the challenges contained within certain Battle CDs, others will become available at the shop at a cost of 1,000 Poké Dollars each. Other Battle CDs are free, because they're the flip side of a CD you already have. When you beat Side A the lady at the counter will give you access to Side B.

Battle CD	Availability
Battle CD 09	Win Battle Sims in Battle CDs 02, 03 and 04
Battle CD 13	Win Battle Sims in Battle CDs 02, 03 and 04
Battle CD 17	Win Battle Sims in Battle CDs 02, 03 and 04
Battle CD 25	Win Battle Sims in Battle CDs 09, 13 and 17
Battle CD 26	Win Battle Sims in Battle CDs 09, 13 and 17
Battle CD 30	Win Battle Sims in Battle CDs 09, 13 and 17
Battle CD 34	Win Battle Sim in Battle CD 33
Battle CD 37	Win Battle Sim in Battle CD 36
Battle CD 39	Win Battle Sim in Battle CD 38
Battle CD 41	Win Battle Sim in Battle CD 40
Battle CD 43	Win Battle Sim in Battle CD 42
Battle CD 45	Win Battle Sim in Battle CD 44
Battle CD 48	Win Battle Sim in Battle CD 47



Battle CD challenges

The first 32 Battle CDs test your knowledge of specific Pokémon moves, combos and tactics. Don't feel bad if you can't figure them out right away—the goal here is to learn new strategies. If you fail, select Get Advice from the VR operator for a tip. If that isn't enough, the Check Out Battle CD option may give you some insight.

Check the CD at the counter



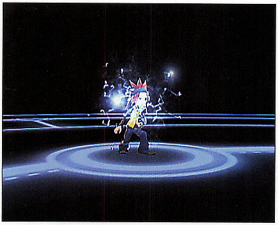
After you choose a Battle CD at the counter, select Check Out Battle CD to see the summaries of all the participants, including your opponents' Pokémon.



You can check the moves of your Pokémon, see if they have a relevant item and compare stats. Pay special attention to Speed, since knowing whether your Pokémon will go first is a key part of the strategy.

The first nine Battle CDs

To give you an idea of the sort of tactics required to beat a Battle Simulation, this section provides the solutions for the first nine Battle CDs. They only get harder, so looking at these few won't spoil the fun of the real brainteasers that follow.

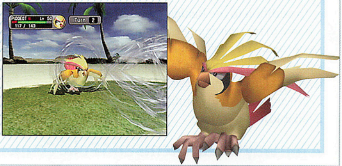


When you're ready, select Use Battle CD and step into the hologram to begin the challenge.

Battle CD 01: Flying vs. Flying

DIFFICULTY: 1–Predict the opponent's moves to win!

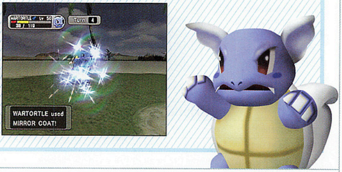
You have only two turns in which to beat your opponent's Tropius with a Pidgeot. The trick here is that Gust does double damage while an opponent is flying. Using it on the second turn is the only way to win within the time limit.



Battle CD 02: Skill over Power

DIFFICULTY: 1–Use the foe's power to your advantage!

The only way to win here is by turning Drowzee's attacks against it. Drowzee alternates between using Strength and Confusion, so you'll need to alternate between Counter (which reverses physical attacks) and Mirror Coat (which reverses special attacks) to win.



Battle CD 03: Exploit Seams!

DIFFICULTY: 1–Hit foes while they're locked into moves!

You can't beat these foes in a head-to-head fight, but you can use Quagsire's Dig to burrow under Vileplume's Solarbeam, and Ludicolo's Dive to swim under Skarmory's Sky Attack.



Battle CD 04: Plusle and Minun

DIFFICULTY: 1–The best of friends in play and battle!

Miltank will win with a first-turn Earthquake if you can't KO it first. The only way is to have Plusle target Miltank with Thunderbolt and have Minun use Helping Hand to double the damage. Use the same strategy to beat the tougher Tropius, but with Thunder instead.





Battle CD 07: Machamp's Macho Romp

DIFFICULTY: 2–The stronger the foe, the hotter it gets.

If you attack Aggron early, it will either Protect itself or use Counter and KO Machamp with the damage from its own move! Instead use Swords Dance twice, and then Earthquake on the third turn for a superpowered tremor that will do double damage after Aggron uses Dig.



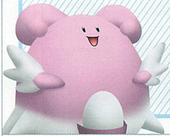


Battle CD 05: Offense Is the Greatest Defense

DIFFICULTY: 1–But can defense be the greatest offense?

Defense *can* be the greatest offense if your foe is using Hi Jump Kicks! Use Protect to make an impenetrable shield, but only every other turn so it won't fail. Between Protect usages, use Reflect to weaken your opponents' attacks, or Softboiled to heal up.





Battle CD 08: Zangoose vs. Cradily

DIFFICULTY: 2–Taking the battle to a defense-only foe

Cradily's heavy Defense and constant healing will erase any damage you do to it. Unless, that is, you can score a critical hit to break through the Barriers. Use Swords Dance three times, then Slash until you get a critical hit.



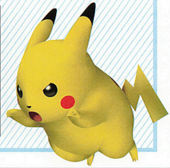


Battle CD 06: Dreams Come True

DIFFICULTY: 1–Wishes make dreams become reality.

In this sim, each Pokémon must do something for the next one down the line. Sneasel's Icy Wind will lower Primeape's Speed enough that when Pikachu comes out, it can use Wish before it's KO'd. Snorlax will inherit the Wish, buying it enough time to Shadow Ball its way to victory.





Battle CD 09: Color Change Carnival

DIFFICULTY: 2–Duke it out with Kecleon!

Kecleon becomes whatever type hit it last, so each hit will need to set it up for a supereffective attack from your next Pokémon. For example, have Hitmonchan use Mach Punch to make Kecleon a Fighting-type, then follow it up with Aerodactyl's Flying-type Wing Attack.

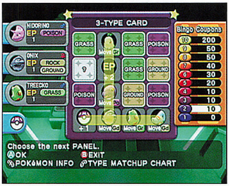




Playing Battle Bingo

Battle Bingo adds Pokémon Battles to a game that's sort of a cross between bingo, tic-tac-toe, and rock-paper-scissors. Entering a panel requires 1 EP (Entry Point), and EP are mainly refreshed by winning bingos. The game doesn't end after a single bingo (unless you choose to end it early)—you won't clear the card until you've scored all 10 possible bingos.

You begin with a single Pokémon and a single EP. Analyze the bingo card and figure out which type of Pokémon will be most valuable against the other types here, then enter a panel of that type with your starting Pokémon and use a Master Ball to catch the Pokémon you find there. It is important that you start in a row full of the types that your newly caught Pokémon can beat; otherwise you may run out of EP (or Master Balls) before you score a bingo. Catch one or two more Pokémon, but try to save one Master Ball in case a battle goes poorly due to bad luck or you run into an enemy you can't beat.



Complete Bingo to earn more cards



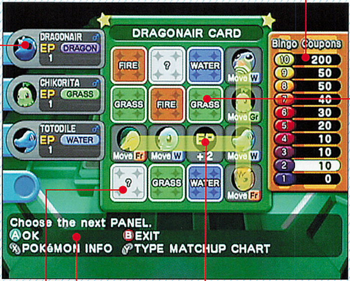
At first, the only bingo cards available will be in the Novice category. These are quite simple, with only three or four types. When you clear all three Novice cards, you'll gain access to Regular cards with more types. Clear those to access Expert cards, for which there will not always be clear type-trumping opportunities.

Replay cards

You can replay any card at any time for the price of 500 Poké Dollars. You will earn Poké Coupons as usual, but the special prizes are available only the first time you play.

Reading the Battle Bingo screen

There is a lot going on in Battle Bingo, but you can beat even difficult cards if you know what type bests what, and always plan a few moves ahead. However, at its core this game is still Pokémon—attacks can miss or score critical hits, and nothing is guaranteed! Keep a Master Ball as a backup if your plan goes south.



Bingo Coupons meter

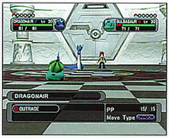
This meter shows the number of Poké Coupons you can earn. In this example, you'll earn 200 Poké Coupons for the full 10 bingos. If you stop at six bingos, you'll earn only 30 Poké Coupons.

Pokémon and Master Balls

These blocks represent the Pokémon that you have at your disposal. When you start, you will have one Pokémon and two Master Balls. You may earn a third Master Ball from a Mystery Panel, and you can use your Master Balls to increase your roster of Pokémon.

Each Pokémon has an EP number that represents how many times you can use it in the game. As you scores bingos, you will earn more EP that you can distribute as you like.

Battle Panels



When you select a Battle Panel, you'll be asked to select a Pokémon with at least 1 EP to enter. A battle will then begin between your chosen Pokémon and a Pokémon of the type listed on the front of the panel. Since each Pokémon has only one move, your choices are to use that move or catch the opposing Pokémon with a Master Ball. When you catch a Pokémon, it will join your party with full HP and 2 EP.

Choose which Pokémon to catch carefully. If a Pokémon is useful only against a Pokémon type you can already beat, then it's not worth taking unless you're out of EP. Note that some Pokémon are better than others of the same type. While a Pokémon can almost never beat an opponent that has a type advantage over it, you won't always be able to trump your opponent's type. In a battle with no type advantages, the speediest Pokémon will usually win.

Mystery Panel

When you enter a Mystery Panel, you'll automatically win it. Each Mystery Panel contains +1 EP, +2 EP, or a Master Ball.

Bingo lines

When you clear a row of four panels in any direction (including diagonals), you will score a bingo and one EP you can give to any Pokémon you want. You'll also rise a level on the Bingo Coupons chart. The rewards are cumulative if you score multiple bingo lines at once. The card is considered cleared when you take all 10 possible bingos.

Message

The text box here will tell you what's happening, and remind you how to examine Pokémon Info or the Type Matchup chart.

Pokémon List

All the XD Pokémon stats your heart desires



Pokémon List

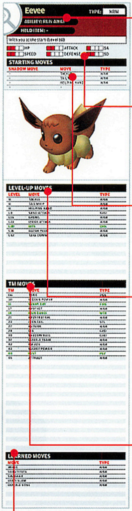
Can you acquire all 163 Pokémon?

The following pages list every Pokémon you can Snag, catch or trade for in Pokémon XD, along with its evolved forms.

Reading the Pokémon List

After your starting Pokémon, Eevee, all Pokémon are presented in Shadow Monitor order. This roughly corresponds to the order you'll encounter them in the game. Their non-Shadow evolved forms are presented alongside the Shadow forms you can Snag. Pokémon you can catch in the wild or trade for are presented at the end of the list.

- Regular Pokémon (red)
- Shadow Pokémon (blue)



Pokémon name, type, ability, held item and location or evolution process

The top portion of the box lists the name, type and ability of the Pokémon, as well as the held item it will have when you acquire it. The white bar shows where to find it, who you can Snag it from or how to evolve it.

Statistic gauges

The four-square rating system compares each Pokémon's base stats to those of other Pokémon at the same experience level. As you can see, Eevee is lacking in Defense and Special Attack (SA), but its HP, Speed, Attack and Special Defense (SD) are roughly average.

Starting moves

Each Shadow Pokémon will have at least two Shadow moves when Snagged. As the Shadow Pokémon's heart opens, these moves will be replaced by the standard moves in the Move column. Some Pokémon are acquired through trading or as prizes; their starting moves are also shown in this list.

Level-up moves

Pokémon have the opportunity to learn new moves when they reach certain levels. This area displays a list of the moves each Pokémon can learn, each move's type and the level at which the Pokémon can learn it. You'll acquire some Pokémon when they're already at too high a level to earn their early moves, but the Move Teacher at Mt. Battle can teach many of the early moves. B in the Level-Up Moves column signifies the beginning or "base" level.

TM moves

This section shows the moves that each Pokémon can learn from the Technical Machines (TMs) that you can acquire on your journey. The moves are listed by TM number.

Types

Type	Abbr.
BUG	BUG
DARK	DRK
DRAGON	DRG
ELECTRIC	ELC
FIGHTING	FTG
FIRE	FIRE
FLYING	FLY
GHOST	GHO
GRASS	GRS
GROUND	GRD
ICE	ICE
NORMAL	NRM
POISON	PSN
PSYCHIC	PSY
ROCK	RCK
STEEL	STL
WATER	WTR

Learned moves

These are the moves each Pokémon can learn from the Agate Village Teacher Lady.

Physical attacks / special attacks

All moves are displayed in either black or green. Those shown in black are physical attacks, meaning the attacker's Attack stat and the defender's Defense stat influence the damage dealt. Attacks shown in green are special attacks, which means the relevant stats are the attacker's Special Attack and the defender's Special Defense.

Eevee

TYPE: NRM

ABILITY: RUN AWAY

HELD ITEM: –

With you at the start (Level 10)

HP ■■□□ | ATTACK ■■□□ | SA ■□□□
SPEED ■■□□ | DEFENSE ■□□□ | SD ■■□□

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
-	TACKLE	NRM
-	TAIL WHIP	NRM
-	HELPING HAND	NRM
-	-	



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	TAIL WHIP	NRM
B	HELPING HAND	NRM
L8	SAND-ATTACK	GRD
L16	GROWL	NRM
L23	QUICK ATTACK	NRM
L30	BITE	DRK
L36	BATON PASS	NRM
L42	TAKE DOWN	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Vaporeon

TYPE: WTR

ABILITY: WATER ABSORB

HELD ITEM: -

Evolves from Eevee (Water Stone)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	TAIL WHIP	NRM
B	HELPING HAND	NRM
L8	SAND-ATTACK	GRD
L16	WATER GUN	WTR
L23	QUICK ATTACK	NRM
L30	BITE	DRK
L36	AURORA BEAM	ICE
L42	HAZE	ICE
L47	ACID ARMOR	PSN
L52	HYDRO PUMP	WTR

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Jolteon

TYPE: ELC

ABILITY: VOLT ABSORB

HELD ITEM: -

Evolves from Eevee (Thunderstone)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	TAIL WHIP	NRM
B	HELPING HAND	NRM
L8	SAND-ATTACK	GRD
L16	THUNDERSHOCK	ELC
L23	QUICK ATTACK	NRM
L30	DOUBLE KICK	FTG
L36	PIN MISSILE	BUG
L42	THUNDER WAVE	ELC
L47	AGILITY	PSY
L52	THUNDER	ELC

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Flareon

TYPE: FIRE

ABILITY: FLASH FIRE

HELD ITEM: -

Evolves from Eevee (Fire Stone)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	TAIL WHIP	NRM
B	HELPING HAND	NRM
L8	SAND-ATTACK	GRD
L16	EMBER	FIRE
L23	QUICK ATTACK	NRM
L30	BITE	DRK
L36	FIRE SPIN	FIRE
L42	SMOG	PSN
L47	LEER	NRM
L52	FLAMETHROWER	FIRE

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Espeon

TYPE: PSY

ABILITY: SYNCHRONIZE

HELD ITEM: -

Evolves from Eevee (Friendly Evolution with Sun Shard)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
-	TACKLE	NRM
-	TAIL WHIP	NRM
-	HELPING HAND	NRM
-	-	



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	TAIL WHIP	NRM
B	HELPING HAND	NRM
L8	SAND-ATTACK	GRD
L16	CONFUSION	PSY
L23	QUICK ATTACK	NRM
L30	SWIFT	NRM
L36	PSYBEAM	PSY
L42	PSYCH UP	NRM
L47	PSYCHIC	PSY
L52	MORNING SUN	NRM

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
48	SKILL SWAP	PSY

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Umbreon

TYPE: DRK

ABILITY: SYNCHRONIZE

HELD ITEM: -

Evolves from Eevee (Friendly Evolution with Moon Shard)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
-	TACKLE	NRM
-	TAIL WHIP	NRM
-	HELPING HAND	NRM
-	-	



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	TAIL WHIP	NRM
B	HELPING HAND	NRM
L8	SAND-ATTACK	GRD
L16	PURSUIT	DRK
L23	QUICK ATTACK	NRM
L30	CONFUSE RAY	GHO
L36	FAINT ATTACK	DRK
L42	MEAN LOOK	NRM
L47	SCREECH	NRM
L52	MOONLIGHT	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Teddiursa

TYPE: NRM

ABILITY: PICKUP

HELD ITEM: -

Snag from Spy Naps in Pokémon HQ Lab (Level 11+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	RETURN	NRM
SHADOW MIST	REFRESH	NRM
-	LICK	GHO
-	METAL CLAW	STL



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SCRATCH	NRM
B	LEER	NRM
L7	LICK	GHO
L13	FURY SWIPES	NRM
L19	FAKE TEARS	DRK
L25	FAINT ATTACK	DRK
L31	REST	PSY
L37	SLASH	NRM
L43	SNORE	NRM
L49	THRASH	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
05	ROAR	NRM
06	TOXIC	PSN
08	BULK UP	FTG
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Ursaring

TYPE: NRM

ABILITY: GUTS

HELD ITEM: -

Evolves from Teddiursa (Level 30)

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SCRATCH	NRM
B	LEER	NRM
B	LICK	GHO
B	FURY SWIPES	NRM
L7	LICK	GHO
L13	FURY SWIPES	NRM
L19	FAKE TEARS	DRK
L25	FAINT ATTACK	DRK
L31	REST	PSY
L37	SLASH	NRM
L43	SNORE	NRM
L49	THRASH	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
05	ROAR	NRM
06	TOXIC	PSN
08	BULK UP	FTG
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Ledyba

TYPE: BUG-FLY

ABILITY: SWARM/EARLY BIRD

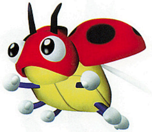
HELD ITEM: -

Snag from Casual Guy Cyle in Gateon Port (Level 10+)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	PSYBEAM	PSY
SHADOW SHED	REFRESH	NRM
-	AERIAL ACE	FLY
-	SUPERSONIC	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
L8	SUPERSONIC	NRM
L15	COMET PUNCH	NRM
L22	LIGHT SCREEN	PSY
L22	REFLECT	PSY
L22	SAFEGUARD	NRM
L29	BATON PASS	NRM
L36	SWIFT	NRM
L43	AGILITY	PSY
L50	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
19	GIGA DRAIN	GRS
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Ledian

TYPE: BUG-FLY

ABILITY: SWARM/EARLY BIRD

HELD ITEM: -

Evolves from Ledyba (Level 18)

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	SUPERSONIC	NRM
L8	SUPERSONIC	NRM
L15	COMET PUNCH	NRM
L24	LIGHT SCREEN	PSY
L24	REFLECT	PSY
L24	SAFEGUARD	NRM
L33	BATON PASS	NRM
L42	SWIFT	NRM
L51	AGILITY	PSY
L60	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
19	GIGA DRAIN	GRS
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Poochyena

TYPE: DRK

ABILITY: RUN AWAY

HELD ITEM: –

Snag from Bodybuilder Kilen in Gateon Port (Level 10+)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	DIG	GRD
SHADOW HOLD	HEAL BELL	NRM
–	POISON FANG	PSN
–	HOWL	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
L5	HOWL	NRM
L9	SAND-ATTACK	GRD
L13	BITE	DRK
L17	ODOR SLEUTH	NRM
L21	ROAR	NRM
L25	SWAGGER	NRM
L29	SCARY FACE	NRM
L33	TAKE DOWN	NRM
L37	TAUNT	DRK
L41	CRUNCH	DRK
L45	THIEF	DRK

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Mightyena

TYPE: DRK

ABILITY: INTIMIDATE

HELD ITEM: –

Evolves from Poochyena (Level 18)

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	HOWL	NRM
B	SAND-ATTACK	GRD
B	BITE	DRK
L5	HOWL	NRM
L9	SAND-ATTACK	GRD
L13	BITE	DRK
L17	ODOR SLEUTH	NRM
L22	ROAR	NRM
L27	SWAGGER	NRM
L32	SCARY FACE	NRM
L37	TAKE DOWN	NRM
L42	TAUNT	DRK
L47	CRUNCH	DRK
L52	THIEF	DRK

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Houndour

TYPE: DRK-FIRE

ABILITY: EARLY BIRD/FLASH FIRE

HELD ITEM: –

Snag from Cipher Peon Resix in Cipher Lab (Level 17+)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
DARK BLITZ	FAINT ATTACK	DRK
DARK SHED	CHARM	NRM
–	EMBER	FIRE
–	ROAR	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	LEER	NRM
B	EMBER	FIRE
L7	HOWL	NRM
L13	SMOG	PSN
L19	ROAR	NRM
L25	BITE	DRK
L31	ODOR SLEUTH	NRM
L37	FAINT ATTACK	DRK
L43	FLAMETHROWER	FIRE
L49	CRUNCH	DRK

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
17	PROTECT	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
27	RETURN	NRM
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
36	SLUDGE BOMB	PSN
38	FIRE BLAST	FIRE
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
49	SNATCH	DRK
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Houndoom

TYPE: DRK-FIRE

ABILITY: EARLY BIRD/FLASH FIRE

HELD ITEM: -

Evolves from Houndour (Level 24)

HP | ATTACK | SA | SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	LEER	NRM
B	EMBER	FIRE
B	HOWL	NRM
L7	HOWL	NRM
L13	SMOG	PSN
L19	ROAR	NRM
L27	BITE	DRK
L35	ODOR SLEUTH	NRM
L43	FAINT ATTACK	DRK
L51	FLAMETHROWER	FIRE
L59	CRUNCH	DRK

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
27	RETURN	NRM
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
36	SLUDGE BOMB	PSN
38	FIRE BLAST	FIRE
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
49	SNATCH	DRK
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Spheal

TYPE: ICE-WTR

ABILITY: THICK FAT

HELD ITEM: -

Snag from **Cipher Peon Blusix** in **Cipher Lab (Level 17+)**

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	AURORA BEAM	ICE
SHADOW MIST	CHARM	NRM
-	WATER GUN	WTR
-	MUD-SLAP	GRD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POWDER SNOW	ICE
B	GROWL	NRM
B	WATER GUN	WTR
L7	ENCORE	NRM
L13	ICE BALL	ICE
L19	BODY SLAM	NRM
L25	AURORA BEAM	ICE
L31	HAIL	ICE
L37	REST	PSY
L37	SNORE	NRM
L43	BLIZZARD	ICE
L49	SHEER COLD	ICE

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Sealeo

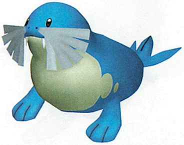
TYPE: WTR-ICE

ABILITY: THICK FAT

HELD ITEM: -

Evolves from Spheal (Level 32)

HP | ATTACK | SA | SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POWDER SNOW	ICE
B	GROWL	NRM
B	WATER GUN	WTR
B	ENCORE	NRM
L7	ENCORE	NRM
L13	ICE BALL	ICE
L19	BODY SLAM	NRM
L25	AURORA BEAM	ICE
L31	HAIL	ICE
L39	REST	PSY
L39	SNORE	NRM
L47	BLIZZARD	ICE
L55	SHEER COLD	ICE

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Walrein

TYPE: ICE-WTR

ABILITY: THICK FAT

HELD ITEM: -

Evolves from Sealeo (Level 44)

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POWDER SNOW	ICE
B	GROWL	NRM
B	WATER GUN	WTR
B	ENCORE	NRM
L7	ENCORE	NRM
L13	ICE BALL	ICE
L19	BODY SLAM	NRM
L25	AURORA BEAM	ICE
L31	HAIL	ICE
L39	REST	PSY
L39	SNORE	NRM
L50	BLIZZARD	ICE
L61	SHEER COLD	ICE

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Baltoy

TYPE: GRD-PSY

ABILITY: LEVITATE

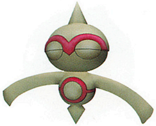
HELD ITEM: -

Snag from Cipher Peon Browsix in Cipher Lab (Level 17+)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	ROCK TOMB	RCK
SHADOW MIST	REFRESH	NRM
-	MUD-SLAP	GRD
-	PSYBEAM	PSY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	CONFUSION	PSY
L3	HARDEN	NRM
L5	RAPID SPIN	NRM
L7	MUD-SLAP	GRD
L11	PSYBEAM	PSY
L15	ROCK TOMB	RCK
L19	SELFDESTRUCT	NRM
L25	ANCIENTPOWER	RCK
L31	SANDSTORM	RCK
L37	COSMIC POWER	PSY
L45	EXPLOSION	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
48	SKILL SWAP	PSY

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Claydol

TYPE: GRD-PSY

ABILITY: LEVITATE

HELD ITEM: -

Evolves from Baltoy (Level 36)

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TELEPORT	PSY
B	CONFUSION	PSY
B	HARDEN	NRM
B	RAPID SPIN	NRM
L3	HARDEN	NRM
L5	RAPID SPIN	NRM
L7	MUD-SLAP	GRD
L11	PSYBEAM	PSY
L15	ROCK TOMB	RCK
L19	SELFDESTRUCT	NRM
L25	ANCIENTPOWER	RCK
L31	SANDSTORM	RCK
L36	HYPER BEAM	NRM
L42	COSMIC POWER	PSY
L55	EXPLOSION	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
48	SKILL SWAP	PSY

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Mareep

TYPE: ELC

ABILITY: STATIC

HELD ITEM: -

Snag from Cipher Peon Yellosix in Cipher Lab (Level 17+)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	BODY SLAM	NRM
SHADOW SHED	HEAL BELL	NRM
-	THUNDERSHOCK	ELC
-	THUNDER WAVE	ELC



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	GROWL	NRM
L9	THUNDERSHOCK	ELC
L16	THUNDER WAVE	ELC
L23	COTTON SPORE	GRS
L30	LIGHT SCREEN	PSY
L37	THUNDER	ELC

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Flaaffy

TYPE: ELC

ABILITY: STATIC

HELD ITEM: -

Evolves from Mareep (Level 15)

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	GROWL	NRM
B	THUNDERSHOCK	ELC
L9	THUNDERSHOCK	ELC
L18	THUNDER WAVE	ELC
L27	COTTON SPORE	GRS
L36	LIGHT SCREEN	PSY
L45	THUNDER	ELC

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
10	HIDDEN POWER	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Ampharos

TYPE: ELC

ABILITY: STATIC

HELD ITEM: -

Evolves from Flaaffy (Level 30)

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	GROWL	NRM
B	THUNDERSHOCK	ELC
B	THUNDER WAVE	ELC
L9	THUNDERSHOCK	ELC
L18	THUNDER WAVE	ELC
L27	COTTON SPORE	GRS
L30	THUNDERPUNCH	ELC
L42	LIGHT SCREEN	PSY
L57	THUNDER	ELC

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
10	HIDDEN POWER	NRM
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Gulpin

TYPE: PSN

ABILITY: LIQUID OOZE/STICKY HOLD

HELD ITEM: -

Snag from Cipher Peon Purpsix in Cipher Lab (Level 17+)

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	SHOCK WAVE	ELC
SHADOW HOLD	SING	NRM
-	SLUDGE	PSN
-	TOXIC	PSN



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POUND	NRM
L6	YAWN	NRM
L9	POISON GAS	PSN
L14	SLUDGE	PSN
L17	AMNESIA	PSY
L23	ENCORE	NRM
L28	TOXIC	PSN
L34	STOCKPILE	NRM
L34	SPIT UP	NRM
L34	SWALLOW	NRM
L39	SLUDGE BOMB	PSN

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
36	SLUDGE BOMB	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Swalot

TYPE: PSN

ABILITY: LIQUID OOZE/STICKY HOLD

HELD ITEM: -

Evolves from Gulpin (Level 26)



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POUND	NRM
B	YAWN	NRM
B	POISON GAS	PSN
B	SLUDGE	PSN
L6	YAWN	NRM
L9	POISON GAS	PSN
L14	SLUDGE	PSN
L17	AMNESIA	PSY
L23	ENCORE	NRM
L26	BODY SLAM	NRM
L31	TOXIC	PSN
L40	STOCKPILE	NRM
L40	SPIT UP	NRM
L40	SWALLOW	NRM
L48	SLUDGE BOMB	PSN

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
36	SLUDGE BOMB	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Seedot

TYPE: GRS

ABILITY: CHLOROPHYLL/EARLY BIRD

HELD ITEM: -

Snag from Cipher Peon Greesix in Cipher Lab (Level 17+)

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	GIGA DRAIN	GRS
SHADOW HOLD	REFRESH	NRM
-	BULLET SEED	GRS
-	SECRET POWER	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	BIDE	NRM
L3	HARDEN	NRM
L7	GROWTH	NRM
L13	NATURE POWER	NRM
L21	SYNTHESIS	GRS
L31	SUNNY DAY	FIRE
L43	EXPLOSION	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Nuzleaf

TYPE: GRS-DRK

ABILITY: CHLOROPHYLL/EARLY BIRD

HELD ITEM: –

Evolves from Seedot (Level 14)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POUND	NRM
L3	HARDEN	NRM
L7	GROWTH	NRM
L13	NATURE POWER	NRM
L19	FAKE OUT	NRM
L25	TORMENT	DRK
L31	FAINT ATTACK	DRK
L37	RAZOR WIND	NRM
L43	SWAGGER	NRM
L49	EXTRASENSORY	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Shiftry

TYPE: GRS-DRK

ABILITY: CHLOROPHYLL/EARLY BIRD

HELD ITEM: –

Evolves from Nuzleaf (Leaf Stone)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POUND	NRM
B	HARDEN	NRM
B	GROWTH	NRM
B	NATURE POWER	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Spinarak

TYPE: BUG-PSN

ABILITY: SWARM/INSOMNIA

HELD ITEM: –

Snag from **Cipher Peon Nexir** in **Cipher Lab (Level 14+)**

HP ATTACK SA SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	DIG	GRD
SHADOW MIST	REFRESH	NRM
–	SIGNAL BEAM	BUG
–	NIGHT SHADE	GHO



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POISON STING	PSN
B	STRING SHOT	BUG
L6	SCARY FACE	NRM
L11	CONSTRICT	NRM
L17	NIGHT SHADE	GHO
L23	LEECH LIFE	BUG
L30	FURY SWIPES	NRM
L37	SPIDER WEB	BUG
L45	AGILITY	PSY
L53	PSYCHIC	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
28	DIG	GRD
29	PSYCHIC	PSY
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Ariados

TYPE: BUG-PSN

ABILITY: SWARM/INSOMNIA

HELD ITEM: -

Evolves from Spinarak (Level 22)

HP | ATTACK | SA
SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POISON STING	PSN
B	STRING SHOT	BUG
B	SCARY FACE	NRM
B	CONSTRICT	NRM
L6	SCARY FACE	NRM
L11	CONSTRICT	NRM
L17	NIGHT SHADE	GHO
L25	LEECH LIFE	BUG
L34	FURY SWIPES	NRM
L43	SPIDER WEB	BUG
L53	AGILITY	PSY
L63	PSYCHIC	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
28	DIG	GRD
29	PSYCHIC	PSY
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Numel

TYPE: FIRE-GRD

ABILITY: OBLIVIOUS

HELD ITEM: CHARCOAL

Snag from Cipher Peon Solox in Cipher Lab (Level 14+)

HP | ATTACK | SA
SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	TAKE DOWN	NRM
SHADOW SHED	CHARM	NRM
-	DIG	GRD
-	EMBER	FIRE



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	GROWL	NRM
B	TACKLE	NRM
L11	EMBER	FIRE
L19	MAGNITUDE	GRD
L25	FOCUS ENERGY	NRM
L29	TAKE DOWN	NRM
L31	AMNESIA	PSY
L35	EARTHQUAKE	GRD
L41	FLAMETHROWER	FIRE
L49	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Camerupt

TYPE: FIRE-GRD

ABILITY: MAGMA ARMOR

HELD ITEM: -

Evolves from Numel (Level 33)

HP | ATTACK | SA
SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	GROWL	NRM
B	TACKLE	NRM
B	EMBER	FIRE
B	MAGNITUDE	GRD
L11	EMBER	FIRE
L19	MAGNITUDE	GRD
L25	FOCUS ENERGY	NRM
L29	TAKE DOWN	NRM
L31	AMNESIA	PSY
L33	ROCK SLIDE	RCK
L37	EARTHQUAKE	GRD
L45	ERUPTION	FIRE
L55	FISSURE	GRD

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Carvanha

TYPE: WTR-DRK

ABILITY: ROUGH SKIN

HELD ITEM: BLACKGLASSES

Snag from Cipher Peon Cabol in Cipher Lab (Level 15+)

HP ATTACK SA SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	WATER PULSE	WTR
SHADOW HOLD	REFRESH	NRM
-	SCARY FACE	NRM
-	BITE	DRK



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	LEER	NRM
B	BITE	DRK
L7	RAGE	NRM
L13	FOCUS ENERGY	NRM
L16	SCARY FACE	NRM
L22	CRUNCH	DRK
L28	SCREECH	NRM
L31	TAKE DOWN	NRM
L37	SWAGGER	NRM
L43	AGILITY	PSY

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
12	TAUNT	DRK
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Sharpedo

TYPE: WTR-DRK

ABILITY: ROUGH SKIN

HELD ITEM: -

Evolves from Carvanha (Level 30)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	LEER	NRM
B	BITE	DRK
B	RAGE	NRM
B	FOCUS ENERGY	NRM
L7	RAGE	NRM
L13	FOCUS ENERGY	NRM
L16	SCARY FACE	NRM
L22	CRUNCH	DRK
L28	SCREECH	NRM
L33	SLASH	NRM
L38	TAUNT	DRK
L43	SWAGGER	NRM
L48	SKULL BASH	NRM
L53	AGILITY	PSY

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
12	TAUNT	DRK
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Shroomish

TYPE: GRS

ABILITY: EFFECT SPORE

HELD ITEM: -

Snag from Cipher R&D Klots in Cipher Lab (Level 15+)

HP ATTACK SA SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	FALSE SWIPE	NRM
SHADOW MIST	REFRESH	NRM
-	MEGA DRAIN	GRS
-	STUN SPORE	GRS



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	ABSORB	GRS
L4	TACKLE	NRM
L7	STUN SPORE	GRS
L10	LEECH SEED	GRS
L16	MEGA DRAIN	GRS
L22	HEADBUTT	NRM
L28	POISONPOWDER	PSN
L36	GROWTH	NRM
L45	GIGA DRAIN	GRS
L54	SPORE	GRS

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
19	GIGA DRAIN	GRS
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Breloom

TYPE: GRS-FTG

ABILITY: EFFECT SPORE

HELD ITEM: -

Evolves from Shroomish (Level 23)

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	ABSORB	GRS
B	TACKLE	NRM
B	STUN SPORE	GRS
B	LEECH SEED	GRS
L4	TACKLE	NRM
L7	STUN SPORE	GRS
L10	LEECH SEED	GRS
L16	MEGA DRAIN	GRS
L22	HEADBUTT	NRM
L23	MACH PUNCH	FTG
L28	COUNTER	FTG
L36	SKY UPPERCUT	FTG
L45	MIND READER	NRM
L54	DYNAMICPUNCH	FTG

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
08	BULK UP	FTG
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
27	RETURN	NRM
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Delcatty

TYPE: NRM

ABILITY: CUTE CHARM

HELD ITEM: -

Snag from Cipher Admin Lovrina in Cipher Lab (Level 18+)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	SECRET POWER	NRM
SHADOW WAVE	SWEET KISS	NRM
-	ATTRACT	NRM
-	SHOCK WAVE	ELC



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	GROWL	NRM
B	ATTRACT	NRM
B	SING	NRM
B	DOUBLESLAP	NRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Voltorb

TYPE: ELC

ABILITY: SOUNDPROOF/STATIC

HELD ITEM: MAGNET

Snag from Wanderer Miror B. in Cave Poké Spot (Level 19+)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	MIRROR COAT	PSY
SHADOW PANIC	REFRESH	NRM
-	SPARK	ELC
-	SWIFT	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	CHARGE	ELC
B	TACKLE	NRM
L8	SCREECH	NRM
L15	SONICBOOM	NRM
L21	SPARK	ELC
L27	SELFDESTRUCT	NRM
L32	ROLLOUT	RCK
L37	LIGHT SCREEN	PSY
L42	SWIFT	NRM
L46	EXPLOSION	NRM
L49	MIRROR COAT	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
12	TAUNT	DRK
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SUBSTITUTE	NRM
SWAGGER	NRM
SELFDESTRUCT	NRM

Electrode

TYPE: ELC

ABILITY: SOUNDPROOF/STATIC

HELD ITEM: -

Evolves from Voltorb (Level 30)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	CHARGE	ELC
B	TACKLE	NRM
B	SCREECH	NRM
B	SONICBOOM	NRM
L8	SCREECH	NRM
L15	SONICBOOM	NRM
L21	SPARK	ELC
L27	SELFDESTRUCT	NRM
L34	ROLLOUT	RCK
L41	LIGHT SCREEN	PSY
L48	SWIFT	NRM
L54	EXPLOSION	NRM
L59	MIRROR COAT	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
12	TAUNT	DRK
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SUBSTITUTE	NRM
SWAGGER	NRM
SELFDESTRUCT	NRM

Makuhita

TYPE: FTG

ABILITY: THICK FAT/GUTS

HELD ITEM: -

Snag from Cipher Peon Torkin in Pyrite Town (Level 18+)

HP ATTACK SA SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	BRICK BREAK	FTG
SHADOW SHED	REFRESH	NRM
-	ARM THRUST	FTG
-	ROCK TOMB	RCK



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	FOCUS ENERGY	NRM
L4	SAND-ATTACK	GRD
L10	ARM THRUST	FTG
L13	VITAL THROW	FTG
L19	FAKE OUT	NRM
L22	WHIRLWIND	NRM
L28	KNOCK OFF	DRK
L31	SMELLINGSALT	NRM
L37	BELLY DRUM	NRM
L40	ENDURE	NRM
L46	SEISMIC TOSS	FTG
L49	REVERSAL	FTG

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
08	BULK UP	FTG
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Hariyama

TYPE: FTG

ABILITY: THICK FAT/GUTS

HELD ITEM: -

Evolves from Makuhita (Level 24)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	FOCUS ENERGY	NRM
B	SAND-ATTACK	GRD
B	ARM THRUST	FTG
L4	SAND-ATTACK	GRD
L10	ARM THRUST	FTG
L13	VITAL THROW	FTG
L19	FAKE OUT	NRM
L22	WHIRLWIND	NRM
L29	KNOCK OFF	DRK
L33	SMELLINGSALT	NRM
L40	BELLY DRUM	NRM
L44	ENDURE	NRM
L51	SEISMIC TOSS	FTG
L55	REVERSAL	FTG

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
08	BULK UP	FTG
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Vulpix

TYPE: FIRE

ABILITY: FLASH FIRE

HELD ITEM: –

Snag from Cipher Peon Mesin in Pyrite Town (Level 18+)

HP ATTACK SA SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	HEAT WAVE	FIRE
SHADOW HOLD	CHARM	NRM
–	EMBER	FIRE
–	DIG	GRD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	EMBER	FIRE
L5	TAIL WHIP	NRM
L9	ROAR	NRM
L13	QUICK ATTACK	NRM
L17	WILL-O-WISP	FIRE
L21	CONFUSE RAY	GHO
L25	IMPRISON	PSY
L29	FLAMETHROWER	FIRE
L33	SAFEGUARD	NRM
L37	GRUDGE	GHO
L41	FIRE SPIN	FIRE

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Ninetales

TYPE: FIRE

ABILITY: FLASH FIRE

HELD ITEM: –

Evolves from Vulpix (Fire Stone)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	EMBER	FIRE
B	QUICK ATTACK	NRM
B	CONFUSE RAY	GHO
B	SAFEGUARD	NRM
L45	FIRE SPIN	FIRE

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Duskull

TYPE: GHO

ABILITY: LEVITATE

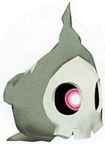
HELD ITEM: –

Snag from Cipher Peon Lobar in Pyrite Town (Level 19+)

HP ATTACK SA SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	SHADOW BALL	GHO
SHADOW HOLD	HELPING HAND	NRM
–	ASTONISH	GHO
–	CONFUSE RAY	GHO



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	LEER	NRM
B	NIGHT SHADE	GHO
L5	DISABLE	NRM
L12	FORESIGHT	NRM
L16	ASTONISH	GHO
L23	CONFUSE RAY	GHO
L27	PURSUIT	DRK
L34	CURSE	?
L38	WILL-O-WISP	FIRE
L45	MEAN LOOK	NRM
L49	FUTURE SIGHT	PSY

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
48	SKILL SWAP	PSY
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Dusclops

TYPE: GHO

ABILITY: PRESSURE

HELD ITEM: –

Evolves from Duskull (Level 37)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	BIND	NRM
B	LEER	NRM
B	NIGHT SHADE	GHO
B	DISABLE	NRM
L5	DISABLE	NRM
L12	FORESIGHT	NRM
L16	ASTONISH	GHO
L23	CONFUSE RAY	GHO
L27	PURSUIT	DRK
L34	CURSE	?
L37	SHADOW PUNCH	GHO
L41	WILL-O-WISP	FIRE
L51	MEAN LOOK	NRM
L58	FUTURE SIGHT	PSY

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
48	SKILL SWAP	PSY
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Ralts

TYPE: PSY

ABILITY: SYNCHRONIZE/TRACE

HELD ITEM: TWISTEDSPOON

Snag from Cipher Peon Feldas in Pyrite Town (Level 20+)

HP ATTACK SA SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	SHOCK WAVE	ELC
SHADOW HOLD	SING	NRM
-	REFLECT	PSY
-	CONFUSION	PSY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	GROWL	NRM
L6	CONFUSION	PSY
L11	DOUBLE TEAM	NRM
L16	TELEPORT	PSY
L21	CALM MIND	PSY
L26	PSYCHIC	PSY
L31	IMPRISON	PSY
L36	FUTURE SIGHT	PSY
L41	HYPNOSIS	PSY
L46	DREAM EATER	PSY

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
34	SHOCK WAVE	ELC
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
48	SKILL SWAP	PSY
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Kirlia

TYPE: PSY

ABILITY: SYNCHRONIZE/TRACE

HELD ITEM: –

Evolves from Ralts (Level 20)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	GROWL	NRM
B	CONFUSION	PSY
B	DOUBLE TEAM	NRM
B	TELEPORT	PSY
L6	CONFUSION	PSY
L11	DOUBLE TEAM	NRM
L16	TELEPORT	PSY
L21	CALM MIND	PSY
L26	PSYCHIC	PSY
L33	IMPRISON	PSY
L40	FUTURE SIGHT	PSY
L47	HYPNOSIS	PSY
L54	DREAM EATER	PSY

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
34	SHOCK WAVE	ELC
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
48	SKILL SWAP	PSY
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Gardevoir

TYPE: PSY

ABILITY: SYNCHRONIZE/TRACE

HELD ITEM: -

Evolves from Kirlia (Level 30)

HP · SPEED · ATTACK · DEFENSE · SA · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	GROWL	NRM
B	CONFUSION	PSY
B	DOUBLE TEAM	NRM
B	TELEPORT	PSY
L6	CONFUSION	PSY
L11	DOUBLE TEAM	NRM
L16	TELEPORT	PSY
L21	CALM MIND	PSY
L26	PSYCHIC	PSY
L33	IMPRISON	PSY
L42	FUTURE SIGHT	PSY
L51	HYPNOSIS	PSY
L60	DREAM EATER	PSY

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
34	SHOCK WAVE	ELC
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
48	SKILL SWAP	PSY
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Mawile

TYPE: STL

ABILITY: HYPER CUTTER/INTIMIDATE

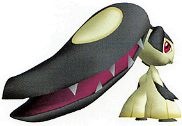
HELD ITEM: -

Snag from Cipher CMDR Exol in Pyrite Town (Level 22+)

HP · SPEED · ATTACK · DEFENSE · SA · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	FALSE SWIPE	NRM
SHADOW WAVE	SING	NRM
-	VICEGRIP	NRM
-	IRON DEFENSE	STL



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	ASTONISH	GHO
L6	FAKE TEARS	DRK
L11	BITE	DRK
L16	SWEET SCENT	NRM
L21	VICEGRIP	NRM
L26	FAINT ATTACK	DRK
L31	BATON PASS	NRM
L36	CRUNCH	DRK
L41	IRON DEFENSE	STL
L46	STOCKPILE	NRM
L46	SWALLOW	NRM
L46	SPIT UP	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
13	ICE BEAM	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
36	SLUDGE BOMB	PSN
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Snorunt

TYPE: ICE

ABILITY: INNER FOCUS

HELD ITEM: -

Snag from Cipher Peon Exinn in Phenac City (Level 20+)

HP · SPEED · ATTACK · DEFENSE · SA · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	WATER PULSE	WTR
SHADOW SHED	SING	NRM
-	BITE	DRK
-	ICY WIND	ICE



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POWDER SNOW	ICE
B	LEER	NRM
L7	DOUBLE TEAM	NRM
L10	BITE	DRK
L16	ICY WIND	ICE
L19	HEADBUTT	NRM
L25	PROTECT	NRM
L28	CRUNCH	DRK
L34	ICE BEAM	ICE
L37	HAIL	ICE
L43	BLIZZARD	ICE

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Glalie

TYPE: ICE

ABILITY: INNER FOCUS

HELD ITEM: -

Evolves from Snorunt (Level 42)

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POWDER SNOW	ICE
B	LEER	NRM
B	DOUBLE TEAM	NRM
B	BITE	DRK
L7	DOUBLE TEAM	NRM
L10	BITE	DRK
L16	ICY WIND	ICE
L19	HEADBUTT	NRM
L25	PROTECT	NRM
L28	CRUNCH	DRK
L34	ICE BEAM	ICE
L42	HAIL	ICE
L53	BLIZZARD	ICE
L61	SHEER COLD	ICE

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
12	TAUNT	DRK
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Pineco

TYPE: BUG

ABILITY: STURDY

HELD ITEM: -

Snag from **Cipher Peon Gonrag in Phenac City (Level 20+)**

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	PIN MISSILE	BUG
SHADOW SHED	REFRESH	NRM
-	SPIKES	GRD
-	COUNTER	FTG



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	PROTECT	NRM
L8	SELFDESTRUCT	NRM
L15	TAKE DOWN	NRM
L22	RAPID SPIN	NRM
L29	BIDE	NRM
L36	EXPLOSION	NRM
L43	SPIKES	GRD
L50	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
37	SANDSTORM	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Forretress

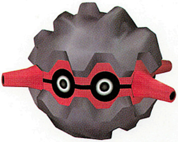
TYPE: BUG-STL

ABILITY: STURDY

HELD ITEM: -

Evolves from Pineco (Level 31)

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	PROTECT	NRM
B	SELFDESTRUCT	NRM
L8	SELFDESTRUCT	NRM
L15	TAKE DOWN	NRM
L22	RAPID SPIN	NRM
L29	BIDE	NRM
L39	EXPLOSION	NRM
L49	SPIKES	GRD
L59	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
37	SANDSTORM	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Meowth

TYPE: NRM

ABILITY: PICKUP

HELD ITEM: -

Snag from Cipher Peon Fostin in Phenac City (Level 22+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	SLASH	NRM
SHADOW HOLD	SING	NRM
-	PAY DAY	NRM
-	BITE	DRK



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SCRATCH	NRM
B	GROWL	NRM
L11	BITE	DRK
L20	PAY DAY	NRM
L28	FAINT ATTACK	DRK
L35	SCREECH	NRM
L41	FURY SWIPES	NRM
L46	SLASH	NRM
L50	FAKE OUT	NRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
40	AERIAL ACE	FLY
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Persian

TYPE: NRM

ABILITY: LIMBER

HELD ITEM: -

Evolves from Meowth (Level 28)

HP | ATTACK | SA | SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SCRATCH	NRM
B	GROWL	NRM
B	BITE	DRK
L11	BITE	DRK
L20	PAY DAY	NRM
L29	FAINT ATTACK	DRK
L38	SCREECH	NRM
L46	FURY SWIPES	NRM
L53	SLASH	NRM
L59	FAKE OUT	NRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
40	AERIAL ACE	FLY
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Swinub

TYPE: ICE-GRD

ABILITY: OBLIVIOUS

HELD ITEM: NEVERMELTICE

Snag from Cipher Peon Greck in Phenac City (Level 22+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	ANCIENTPOWER	RCK
SHADOW WAVE	CHARM	NRM
-	MIST	ICE
-	MUD SHOT	GRD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	ODOR SLEUTH	NRM
L10	POWDER SNOW	ICE
L19	ENDURE	NRM
L28	TAKE DOWN	NRM
L37	MIST	ICE
L46	BLIZZARD	ICE
L55	AMNESIA	PSY

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Natu

TYPE: PSY-FLY

ABILITY: SYNCHRONIZE/EARLY BIRD

HELD ITEM: –

Snag from Cipher Peon Elion in Phenac City (Level 22+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	FUTURE SIGHT	PSY
SHADOW SHED	BATON PASS	NRM
–	NIGHT SHADE	GHO
–	AERIAL ACE	FLY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	PECK	FLY
B	LEER	NRM
L10	NIGHT SHADE	GHO
L20	TELEPORT	PSY
L30	WISH	NRM
L30	FUTURE SIGHT	PSY
L40	CONFUSE RAY	GHO
L50	PSYCHIC	PSY

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL
48	SKILL SWAP	PSY

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
NIGHTMARE	GHO
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Xatu

TYPE: PSY-FLY

ABILITY: SYNCHRONIZE/EARLY BIRD

HELD ITEM: –

Evolves from Natu (Level 25)

HP | ATTACK | SA | SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	PECK	FLY
B	LEER	NRM
L10	NIGHT SHADE	GHO
L20	TELEPORT	PSY
L35	WISH	NRM
L35	FUTURE SIGHT	PSY
L50	CONFUSE RAY	GHO
L65	PSYCHIC	PSY

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL
48	SKILL SWAP	PSY

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
NIGHTMARE	GHO
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Roselia

TYPE: GRS-PSN

ABILITY: NATURAL CURE/POISON POINT

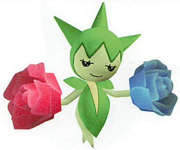
HELD ITEM: –

Snag from Cipher Peon Fasin in Phenac City (Level 22+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	MAGICAL LEAF	GRS
SHADOW SHED	SWEET KISS	NRM
–	GRASSWHISTLE	GRS
–	LEECH SEED	GRS



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	ABSORB	GRS
L5	GROWTH	NRM
L9	POISON STING	PSN
L13	STUN SPORE	GRS
L17	MEGA DRAIN	GRS
L21	LEECH SEED	GRS
L25	MAGICAL LEAF	GRS
L29	GRASSWHISTLE	GRS
L33	GIGA DRAIN	GRS
L37	SWEET SCENT	NRM
L41	INGRAIN	GRS
L45	TOXIC	PSN
L49	PETAL DANCE	GRS
L53	AROMATHERAPY	GRS
L57	SYNTHESIS	GRS

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Piloswine

TYPE: ICE-GRD

ABILITY: OBLIVIOUS

HELD ITEM: -

Evolves from Swinub (Level 33)

HP | ATTACK | SA | SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	HORN ATTACK	NRM
B	ODOR SLEUTH	NRM
B	POWDER SNOW	ICE
B	ENDURE	NRM
L10	POWDER SNOW	ICE
L19	ENDURE	NRM
L28	TAKE DOWN	NRM
L33	FURY ATTACK	NRM
L42	MIST	ICE
L56	BLIZZARD	ICE
L70	AMNESIA	PSY

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Spearow

TYPE: NRM-FLY

ABILITY: KEEN EYE

HELD ITEM: SHARP BEAK

Snag from Cipher Peon Ezin in Phenac City (Level 22+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	FALSE SWIPE	NRM
SHADOW PANIC	BATON PASS	NRM
-	LEER	NRM
-	AERIAL ACE	FLY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	PECK	FLY
B	GROWL	NRM
L7	LEER	NRM
L13	FURY ATTACK	NRM
L19	PURSUIT	DRK
L25	AERIAL ACE	FLY
L31	MIRROR MOVE	FLY
L37	DRILL PECK	FLY
L43	AGILITY	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Fearow

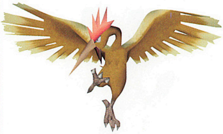
TYPE: NRM-FLY

ABILITY: KEEN EYE

HELD ITEM: -

Evolves from Spearow (Level 20)

HP | ATTACK | SA | SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	PECK	FLY
B	GROWL	NRM
B	LEER	NRM
B	FURY ATTACK	NRM
L7	LEER	NRM
L13	FURY ATTACK	NRM
L26	PURSUIT	DRK
L32	MIRROR MOVE	FLY
L40	DRILL PECK	FLY
L47	AGILITY	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Grimer

TYPE: PSN

ABILITY: STENCH/STICKY HOLD

HELD ITEM: –

Snag from **Cipher Peon Falty** in **Phenac City (Level 23+)**

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	SLUDGE BOMB	PSN
SHADOW HOLD	HELPING HAND	NRM
–	SHADOW PUNCH	GHO
–	MINIMIZE	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POISON GAS	PSN
B	POUND	NRM
L4	HARDEN	NRM
L8	DISABLE	NRM
L13	SLUDGE BOMB	PSN
L19	MINIMIZE	NRM
L26	SCREECH	NRM
L34	ACID ARMOR	PSN
L43	SLUDGE BOMB	PSN
L53	MEMENTO	DRK

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
36	SLUDGE BOMB	PSN
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
SELFDESTRUCT	NRM

Muk

TYPE: PSN

ABILITY: STENCH/STICKY HOLD

HELD ITEM: –

Evolves from Grimer (Level 38)

HP | ATTACK | SA | SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POISON GAS	PSN
B	POUND	NRM
B	HARDEN	NRM
L4	HARDEN	NRM
L8	DISABLE	NRM
L13	SLUDGE	PSN
L19	MINIMIZE	NRM
L26	SCREECH	NRM
L34	ACID ARMOR	PSN
L47	SLUDGE BOMB	PSN
L61	MEMENTO	DRK

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
36	SLUDGE BOMB	PSN
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
SELFDESTRUCT	NRM

Seel

TYPE: WTR

ABILITY: THICK FAT

HELD ITEM: MYSTIC WATER

Snag from **Cipher Peon Egrog** in **Phenac City (Level 23+)**

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	SURF	WTR
SHADOW MIST	HELPING HAND	NRM
–	SAFEGUARD	NRM
–	ICE BEAM	ICE



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	HEADBUTT	NRM
L9	GROWL	NRM
L17	ICY WIND	ICE
L21	AURORA BEAM	ICE
L29	REST	PSY
L37	TAKE DOWN	NRM
L41	ICE BEAM	ICE
L49	SAFEGUARD	NRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Dewgong

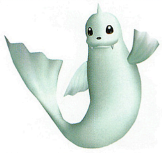
TYPE: WTR-ICE

ABILITY: THICK FAT

HELD ITEM: –

Evolves from Seel (Level 34)

HP / ATTACK / SA / SPEED / DEFENSE / SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	HEADBUTT	NRM
B	GROWL	NRM
B	ICY WIND	ICE
B	AURORA BEAM	ICE
L9	GROWL	NRM
L17	ICY WIND	ICE
L21	AURORA BEAM	ICE
L29	REST	PSY
L34	SHEER COLD	ICE
L42	TAKE DOWN	NRM
L51	ICE BEAM	ICE
L64	SAFEGUARD	NRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Lunatone

TYPE: RCK-PSY

ABILITY: LEVITATE

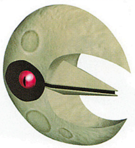
HELD ITEM: HARD STONE

Snag from Cipher Admin Snattle in Phenac City (Level 25+)

HP / ATTACK / SA / SPEED / DEFENSE / SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	PSYCHIC	PSY
SHADOW SHED	BATON PASS	NRM
SHADOW SKY	RAIN DANCE	WTR
–	ROCK TOMB	RCK



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	HARDEN	NRM
L7	CONFUSION	PSY
L13	ROCK THROW	RCK
L19	HYPNOSIS	PSY
L25	PSYWAVE	PSY
L31	COSMIC POWER	PSY
L37	PSYCHIC	PSY
L43	FUTURE SIGHT	PSY
L49	EXPLOSION	NRM

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
48	SKILL SWAP	PSY

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Zangoose

TYPE: NRM

ABILITY: IMMUNITY

HELD ITEM: SILK SCARF

Snag from Thug Zook in Cipher Key Lair (Level 28+)

HP / ATTACK / SA / SPEED / DEFENSE / SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	BRICK BREAK	FTG
SHADOW MIST	REFRESH	NRM
–	COUNTER	FTG
–	CRUSH CLAW	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SCRATCH	NRM
L4	LEER	NRM
L7	QUICK ATTACK	NRM
L10	SWORDS DANCE	NRM
L13	FURY CUTTER	BUG
L19	SLASH	NRM
L25	PURSUIT	DRK
L31	CRUSH CLAW	NRM
L37	TAUNT	DRK
L46	DETECT	FTG
L55	FALSE SWIPE	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Nosepass

TYPE: RCK

ABILITY: STURDY/MAGNET PULL

HELD ITEM: -

Snag from **Wanderer Miror B.** (Level 26+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	THUNDERBOLT	ELC
SHADOW MIST	HELPING HAND	NRM
-	THUNDER WAVE	ELC
-	ROCK SLIDE	RCK



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
L7	HARDEN	NRM
L13	ROCK THROW	RCK
L16	BLOCK	NRM
L22	THUNDER WAVE	ELC
L28	ROCK SLIDE	RCK
L31	SANDSTORM	RCK
L37	REST	PSY
L43	ZAP CANNON	ELC
L46	LOCK-ON	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
17	PROTECT	NRM
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Togepi

TYPE: NRM

ABILITY: HUSTLE/SERENE GRACE

HELD ITEM: -

Receive from **Hordel in Outskirt Stand** (Level 25+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RAVE	FOLLOW ME	NRM
SHADOW SHED	TRI ATTACK	NRM
-	ANCIENTPOWER	RCK
-	HELPING HAND	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	GROWL	NRM
B	CHARM	NRM
L6	METRONOME	NRM
L11	SWEET KISS	NRM
L16	YAWN	NRM
L21	ENCORE	NRM
L26	FOLLOW ME	NRM
L31	WISH	NRM
L36	SAFEGUARD	NRM
L41	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Togetic

TYPE: NRM-FLY

ABILITY: HUSTLE/SERENE GRACE

HELD ITEM: -

Evolves from Togepi (Friendly Evolution)

HP | ATTACK | SA | SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	GROWL	NRM
B	CHARM	NRM
L6	METRONOME	NRM
L11	SWEET KISS	NRM
L16	YAWN	NRM
L21	ENCORE	NRM
L26	FOLLOW ME	NRM
L31	WISH	NRM
L36	SAFEGUARD	NRM
L41	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Paras

TYPE: BUG-GRS

ABILITY: EFFECT SPORE

HELD ITEM: -

Snag from Cipher Peon Humah in Cipher Key Lair (Level 28+)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	SPORE	GRS
SHADOW SHED	REFRESH	NRM
-	SLASH	NRM
-	FALSE SWIPE	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SCRATCH	NRM
L7	STUN SPORE	GRS
L13	POISONPOWDER	PSN
L19	LEECH LIFE	BUG
L25	SPORE	GRS
L31	SLASH	NRM
L37	GROWTH	NRM
L43	GIGA DRAIN	GRS
L49	AROMATHERAPY	GRS

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Parasect

TYPE: BUG-GRS

ABILITY: EFFECT SPORE

HELD ITEM: -

Evolves from Paras (Level 24)

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SCRATCH	NRM
B	STUN SPORE	GRS
B	POISONPOWDER	PSN
L7	STUN SPORE	GRS
L13	POISONPOWDER	PSN
L19	LEECH LIFE	BUG
L27	SPORE	GRS
L35	SLASH	NRM
L43	GROWTH	NRM
L51	GIGA DRAIN	GRS
L59	AROMATHERAPY	GRS

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Growlithe

TYPE: FIRE

ABILITY: INTIMIDATE/FLASH FIRE

HELD ITEM: -

Snag from Cipher Peon Humah in Cipher Key Lair (Level 28+)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	FLAMETHROWER	FIRE
SHADOW WAVE	CHARM	NRM
-	BITE	DRK
-	TAKE DOWN	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	BITE	DRK
B	ROAR	NRM
L7	EMBER	FIRE
L13	LEER	NRM
L19	ODOR SLEUTH	NRM
L25	TAKE DOWN	NRM
L31	FLAME WHEEL	FIRE
L37	HELPING HAND	NRM
L43	AGILITY	PSY
L49	FLAMETHROWER	FIRE

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Arcanine

TYPE: FIRE

ABILITY: INTIMIDATE/FLASH FIRE

HELD ITEM: -

Evolves from Growlithe (Fire Stone)

HP | ATTACK | SA
SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	BITE	DRK
B	ROAR	NRM
B	EMBER	FIRE
B	ODOR SLEUTH	NRM
L49	EXTREMESPEED	NRM

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Shellder

TYPE: WTR

ABILITY: SHELL ARMOR

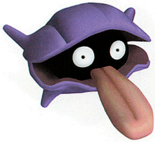
HELD ITEM: -

Snag from **Cipher Peon Gorog** in **Cipher Key Lair (Level 29+)**

HP | ATTACK | SA
SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	TAKE DOWN	NRM
SHADOW SHED	REFRESH	NRM
-	SURF	WTR
-	AURORA BEAM	ICE



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	WITHDRAW	WTR
L9	SUPERSONIC	NRM
L17	AURORA BEAM	ICE
L25	PROTECT	NRM
L33	LEER	NRM
L41	CLAMP	WTR
L49	ICE BEAM	ICE

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Cloyster

TYPE: WTR-ICE

ABILITY: SHELL ARMOR

HELD ITEM: -

Evolves from Shellder (Water Stone)

HP | ATTACK | SA
SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	WITHDRAW	WTR
B	SUPERSONIC	NRM
B	AURORA BEAM	ICE
B	PROTECT	NRM
L33	SPIKES	GRD
L41	SPIKE CANNON	NRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Beedrill

TYPE: BUG-PSN

ABILITY: SWARM

HELD ITEM: POISON STING

Snag from Cipher Peon Lok in Cipher Key Lair (Level 30+)

HP ATTACK SA SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	SLUDGE BOMB	PSN
SHADOW HOLD	BATON PASS	NRM
-	TWINEEDLE	BUG
-	SWORDS DANCE	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	FURY ATTACK	NRM
L10	FURY ATTACK	NRM
L15	FOCUS ENERGY	NRM
L20	TWINEEDLE	BUG
L25	RAGE	NRM
L30	PURSUIT	DRK
L35	PIN MISSILE	BUG
L40	AGILITY	PSY
L45	ENDEAVOR	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Pidgeotto

TYPE: NRM-FLY

ABILITY: KEEN EYE

HELD ITEM: -

Snag from Cipher Peon Lok in Cipher Key Lair (Level 30+)

HP ATTACK SA SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	WING ATTACK	FLY
SHADOW PANIC	REFRESH	NRM
-	STEEL WING	STL
-	FEATHERDANCE	FLY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	SAND-ATTACK	GRD
B	GUST	FLY
L5	SAND-ATTACK	GRD
L9	GUST	FLY
L13	QUICK ATTACK	NRM
L20	WHIRLWIND	NRM
L27	WING ATTACK	FLY
L34	FEATHERDANCE	FLY
L43	AGILITY	PSY
L52	MIRROR MOVE	FLY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Pidgeot

TYPE: NRM-FLY

ABILITY: KEEN EYE

HELD ITEM: -

Evolves from Pidgeotto (Level 36)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	SAND-ATTACK	GRD
B	GUST	FLY
B	QUICK ATTACK	NRM
L5	SAND-ATTACK	GRD
L9	GUST	FLY
L13	QUICK ATTACK	NRM
L20	WHIRLWIND	NRM
L27	WING ATTACK	FLY
L34	FEATHERDANCE	FLY
L48	AGILITY	PSY
L62	MIRROR MOVE	FLY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Venomoth

TYPE: BUG-PSN

ABILITY: SHIELD DUST

HELD ITEM: SILVER POWDER

Snag from Cipher Peon Angic in Cipher Key Lair (Level 32+)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	SILVER WIND	BUG
SHADOW MIST	REFRESH	NRM
-	SUBSTITUTE	NRM
-	PSYCHIC	PSY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SILVER WIND	BUG
B	TACKLE	NRM
B	DISABLE	NRM
B	FORESIGHT	NRM
B	SUPERSONIC	NRM
L9	SUPERSONIC	NRM
L17	CONFUSION	PSY
L20	POISONPOWDER	PSN
L25	LEECH LIFE	BUG
L28	STUN SPORE	GRS
L31	GUST	FLY
L36	PSYBEAM	PSY
L42	SLEEP POWDER	GRS
L52	PSYCHIC	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
29	PSYCHIC	PSY
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
48	SKILL SWAP	PSY

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Weepinbell

TYPE: GRS-PSN

ABILITY: CHLOROPHYLL

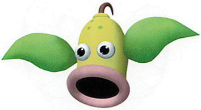
HELD ITEM: -

Snag from Cipher Peon Angic in Cipher Key Lair (Level 32+)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RAVE	MAGICAL LEAF	GRS
SHADOW HOLD	MORNING SUN	NRM
-	SLUDGE BOMB	PSN
-	SWEET SCENT	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	VINE WHIP	GRS
B	GROWTH	NRM
B	WRAP	NRM
L6	GROWTH	NRM
L11	WRAP	NRM
L15	SLEEP POWDER	GRS
L17	POISONPOWDER	PSN
L19	STUN SPORE	GRS
L24	ACID	PSN
L33	SWEET SCENT	NRM
L42	RAZOR LEAF	GRS
L54	SLAM	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Victreebel

TYPE: GRS-PSN

ABILITY: CHLOROPHYLL

HELD ITEM: -

Evolves from Weepinbell (Leaf Stone)

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	VINE WHIP	GRS
B	SLEEP POWDER	GRS
B	SWEET SCENT	NRM
B	RAZOR LEAF	GRS

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Arbok

TYPE: PSN

ABILITY: INTIMIDATE/SHED SKIN

HELD ITEM: –

Snag from Cipher Peon Smarton in Cipher Key Lair (Level 33+)

HP / ATTACK / SA / SPEED / DEFENSE / SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	SLUDGE BOMB	PSN
SHADOW HALF	REFRESH	NRM
-	GLARE	NRM
-	BITE	DRK



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	WRAP	NRM
B	LEER	NRM
B	POISON STING	PSN
B	BITE	DRK
L8	POISON STING	PSN
L13	BITE	DRK
L20	LEER	NRM
L28	SCREECH	NRM
L38	ACID	PSN
L46	STOCKPILE	NRM
L46	SWALLOW	NRM
L46	SPIT UP	NRM
L56	HAZE	ICE

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Primeape

TYPE: FTG

ABILITY: VITAL SPIRIT

HELD ITEM: –

Snag from Cipher Admin Gorigan in Cipher Key Lair (Level 34+)

HP / ATTACK / SA / SPEED / DEFENSE / SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	CROSS CHOP	FTG
SHADOW STORM	HELPING HAND	NRM
-	FOCUS ENERGY	NRM
-	REVERSAL	FTG



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SCRATCH	NRM
B	LEER	NRM
B	LOW KICK	FTG
B	RAGE	NRM
L9	LOW KICK	FTG
L15	KARATE CHOP	FTG
L21	FURY SWIPES	NRM
L27	FOCUS ENERGY	NRM
L28	RAGE	NRM
L36	SEISMIC TOSS	FTG
L45	CROSS CHOP	FTG
L54	SCREECH	NRM
L63	THRASH	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
08	BULK UP	FTG
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Hypno

TYPE: PSY

ABILITY: INSOMNIA

HELD ITEM: –

Snag from Cipher Admin Gorigan in Cipher Key Lair (Level 34+)

HP / ATTACK / SA / SPEED / DEFENSE / SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW STORM	PSYCHIC	PSY
SHADOW DOWN	BATON PASS	NRM
-	MEDITATE	PSY
-	SHADOW BALL	GHO



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POUND	NRM
B	HYPNOSIS	PSY
B	DISABLE	NRM
B	CONFUSION	PSY
L10	DISABLE	NRM
L18	CONFUSION	PSY
L25	HEADBUTT	NRM
L33	POISON GAS	PSN
L40	MEDITATE	PSY
L49	PSYCHIC	PSY
L55	PSYCH UP	NRM
L60	FUTURE SIGHT	PSY

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
48	SKILL SWAP	PSY
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Raticate

TYPE: NRM

ABILITY: RUN AWAY/GUTS

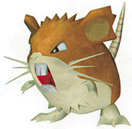
HELD ITEM: –

Snag from Chaser Furgy in Citadark Isle (Level 34+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	SUPER FANG	NRM
SHADOW DOWN	REFRESH	NRM
-	SCARY FACE	NRM
-	HYPER FANG	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	TAIL WHIP	NRM
B	QUICK ATTACK	NRM
L7	QUICK ATTACK	NRM
L13	HYPER FANG	NRM
L20	SCARY FACE	NRM
L30	PURSUIT	DRK
L40	SUPER FANG	NRM
L50	ENDEAVOR	NRM

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Golduck

TYPE: WTR

ABILITY: DAMP/CLOUD NINE

HELD ITEM: –

Snag from Navigator Abson in Citadark Isle (Level 33+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RAVE	WATERFALL	WTR
SHADOW MIST	CHARM	NRM
-	PSYCH UP	NRM
-	BRICK BREAK	FTG



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	WATER SPORT	WTR
B	SCRATCH	NRM
B	TAIL WHIP	NRM
B	DISABLE	NRM
L5	TAIL WHIP	NRM
L10	DISABLE	NRM
L16	CONFUSION	PSY
L23	SCREECH	NRM
L31	PSYCH UP	NRM
L44	FURY SWIPES	NRM
L58	HYDRO PUMP	WTR

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
04	CALM MIND	PSY
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Sableye

TYPE: DRK-GHO

ABILITY: KEEN EYE

HELD ITEM: –

Snag from Navigator Abson in Citadark Isle (Level 33+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	SHADOW BALL	GHO
SHADOW HOLD	HELPING HAND	NRM
-	FAINT ATTACK	DRK
-	RECOVER	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	LEER	NRM
B	SCRATCH	NRM
L5	FORESIGHT	NRM
L9	NIGHT SHADE	GHO
L13	ASTONISH	GHO
L17	FURY SWIPES	NRM
L21	FAKE OUT	NRM
L25	DETECT	FTG
L29	FAINT ATTACK	DRK
L33	KNOCK OFF	DRK
L37	CONFUSE RAY	GHO
L41	SHADOW BALL	GHO
L45	MEAN LOOK	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
28	DIG	GRD
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Dodrio

TYPE: NRM-FLY

ABILITY: RUN AWAY/EARLY BIRD

HELD ITEM: -

Snag from **Chaser Furgy** in **Citadark Isle (Level 34+)**

HP / ATTACK / SA / SPEED / DEFENSE / SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	DRILL PECK	FLY
SHADOW SHED	BATON PASS	NRM
-	AGILITY	PSY
-	TRI ATTACK	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	PECK	FLY
B	GROWL	NRM
B	PURSUIT	DRK
B	FURY ATTACK	NRM
L9	PURSUIT	DRK
L13	FURY ATTACK	NRM
L21	TRI ATTACK	NRM
L25	RAGE	NRM
L38	UPROAR	NRM
L47	DRILL PECK	FLY
L60	AGILITY	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Farfetch'd

TYPE: NRM-FLY

ABILITY: KEEN EYE/INNER FOCUS

HELD ITEM: LEEK

Snag from **Cipher Admin Lovrina** in **Citadark Isle (Level 36+)**

HP / ATTACK / SA / SPEED / DEFENSE / SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BREAK	SLASH	NRM
SHADOW SKY	BATON PASS	NRM
SHADOW PANIC	SWORDS DANCE	NRM
-	AERIAL ACE	FLY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	PECK	FLY
L6	SAND-ATTACK	GRD
L11	LEER	NRM
L16	FURY ATTACK	NRM
L21	KNOCK OFF	DRK
L26	FURY CUTTER	BUG
L31	SWORDS DANCE	NRM
L36	AGILITY	PSY
L41	SLASH	NRM
L46	FALSE SWIPE	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Altaria

TYPE: DRG-FLY

ABILITY: NATURAL CURE

HELD ITEM: DRAGON FANG

Snag from **Cipher Admin Lovrina** in **Citadark Isle (Level 36+)**

HP / ATTACK / SA / SPEED / DEFENSE / SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BREAK	DRAGONBREATH	DRG
SHADOW MIST	HEAL BELL	NRM
SHADOW RAVE	SOLARBEAM	GRS
-	AERIAL ACE	FLY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	PECK	FLY
B	GROWL	NRM
B	ASTONISH	GHO
B	SING	NRM
L8	ASTONISH	GHO
L11	SING	NRM
L18	FURY ATTACK	NRM
L21	SAFEGUARD	NRM
L28	MIST	ICE
L31	TAKE DOWN	NRM
L35	DRAGONBREATH	DRG
L40	DRAGON DANCE	DRG
L45	REFRESH	NRM
L54	PERISH SONG	NRM
L59	SKY ATTACK	FLY

TM MOVES

TM	MOVE	TYPE
02	DRAGON CLAW	DRG
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Tangela

TYPE: GRS

ABILITY: CHLOROPHYLL

HELD ITEM: MIRACLE SEED

Snag from Cipher Peon Targ in Cipher Key Lair (Level 20+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RAVE	SOLARBEAM	GRS
SHADOW HOLD	MORNING SUN	NRM
-	SUNNY DAY	FIRE
-	INGRAIN	GRS



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	INGRAIN	GRS
B	CONSTRICT	NRM
L4	SLEEP POWDER	GRS
L10	ABSORB	GRS
L13	GROWTH	NRM
L19	POISONPOWDER	PSN
L22	VINE WHIP	GRS
L28	BIND	NRM
L31	MEGA DRAIN	GRS
L37	STUN SPORE	GRS
L40	SLAM	NRM
L46	TICKLE	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Butterfree

TYPE: BUG-FLY

ABILITY: COMPOUNDEYES

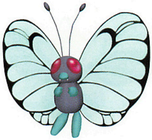
HELD ITEM: -

Snag from Cipher Peon Targ in Cipher Key Lair (Level 30+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	PSYCHIC	PSY
SHADOW MIST	MORNING SUN	NRM
-	SLEEP POWDER	GRS
-	AERIAL ACE	FLY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	CONFUSION	PSY
L10	CONFUSION	PSY
L13	POISONPOWDER	PSN
L14	STUN SPORE	GRS
L15	SLEEP POWDER	GRS
L18	SUPERSONIC	NRM
L23	WHIRLWIND	NRM
L28	GUST	FLY
L34	PSYBEAM	PSY
L40	SAFEGUARD	NRM
L47	SILVER WIND	BUG

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
48	SKILL SWAP	PSY

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Magneton

TYPE: ELC-STL

ABILITY: MAGNET PULL/STURDY

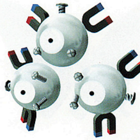
HELD ITEM: METAL COAT

Snag from Cipher Peon Snidle in Cipher Key Lair (Level 30+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RAVE	DOUBLE-EDGE	NRM
SHADOW HOLD	REFRESH	NRM
SHADOW SKY	RAIN DANCE	WTR
-	THUNDER	ELC



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	METAL SOUND	STL
B	TACKLE	NRM
B	THUNDERSHOCK	ELC
B	SUPERSONIC	NRM
L6	THUNDERSHOCK	ELC
L11	SUPERSONIC	NRM
L16	SONICBOOM	NRM
L21	THUNDER WAVE	ELC
L26	SPARK	ELC
L35	LOCK-ON	NRM
L44	TRI ATTACK	NRM
L53	SCREECH	NRM
L62	ZAP CANNON	ELC

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
34	SHOCK WAVE	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Kangaskhan

TYPE: NRM

ABILITY: EARLY BIRD

HELD ITEM: -

Snag from Cipher Peon Litnar in Citadark Isle (Level 35+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	EARTHQUAKE	GRD
SHADOW MIST	SING	NRM
-	TAIL WHIP	NRM
-	DIZZY PUNCH	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	COMET PUNCH	NRM
B	LEER	NRM
L7	BITE	DRK
L13	TAIL WHIP	NRM
L19	FAKE OUT	NRM
L25	MEGA PUNCH	NRM
L31	RAGE	NRM
L37	ENDURE	NRM
L43	DIZZY PUNCH	NRM
L49	REVERSAL	FTG

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Banette

TYPE: GHO

ABILITY: INSOMNIA

HELD ITEM: SPELL TAG

Snag from Cipher Peon Litnar in Citadark Isle (Level 37+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	FAINT ATTACK	DRK
SHADOW HOLD	HELPING HAND	NRM
-	SHADOW BALL	GHO
-	CURSE	?



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	KNOCK OFF	DRK
B	SCREECH	NRM
B	NIGHT SHADE	GHO
B	CURSE	?
L8	SCREECH	NRM
L13	NIGHT SHADE	GHO
L20	CURSE	?
L25	SPITE	GHO
L32	WILL-O-WISP	FIRE
L39	FAINT ATTACK	DRK
L48	SHADOW BALL	GHO
L55	SNATCH	DRK
L64	GRUDGE	GHO

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
48	SKILL SWAP	PSY
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Magmar

TYPE: FIRE

ABILITY: FLAME BODY

HELD ITEM: -

Snag from Cipher Peon Grupel in Citadark Isle (Level 36+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RAVE	FIRE BLAST	FIRE
SHADOW RUSH	FOLLOW ME	NRM
SHADOW SHED	CROSS CHOP	FTG
-	THUNDERPUNCH	ELC



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	EMBER	FIRE
B	LEER	NRM
B	SMOG	PSN
B	FIRE PUNCH	FIRE
L7	LEER	NRM
L13	SMOG	PSN
L19	FIRE PUNCH	FIRE
L25	SMOKESCREEN	NRM
L33	SUNNY DAY	FIRE
L41	FLAMETHROWER	FIRE
L49	CONFUSE RAY	GHO
L57	FIRE BLAST	FIRE

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
29	PSYCHIC	PSY
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Pinsir

TYPE: BUG

ABILITY: HYPER CUTTER

HELD ITEM: -

Snag from Cipher Peon Grupel in Citadark Isle (Level 35+)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BREAK	GUILLOTINE	NRM
SHADOW SHED	HELPING HAND	NRM
-	FALSE SWIPE	NRM
-	SUBMISSION	FTG



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	VICEGRIP	NRM
B	FOCUS ENERGY	NRM
L7	BIND	NRM
L13	SEISMIC TOSS	FTG
L19	HARDEN	NRM
L25	REVENGE	FTG
L31	BRICK BREAK	FTG
L37	GUILLOTINE	NRM
L43	SUBMISSION	FTG
L49	SWORDS DANCE	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
08	BULK UP	FTG
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Magcargo

TYPE: FIRE-RCK

ABILITY: MAGMA ARMOR/FLAME BODY

HELD ITEM: -

Snag from Cipher Peon Kolest in Citadark Isle (Level 38+)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RAVE	HEAT WAVE	FIRE
SHADOW SHED	REFRESH	NRM
-	EARTHQUAKE	GRD
-	FLAMETHROWER	FIRE



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	YAWN	NRM
B	SMOG	PSN
B	EMBER	FIRE
B	ROCK THROW	RCK
L8	EMBER	FIRE
L15	ROCK THROW	RCK
L22	HARDEN	NRM
L29	AMNESIA	PSY
L36	FLAMETHROWER	FIRE
L48	ROCK SLIDE	RCK
L60	BODY SLAM	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Rapidash

TYPE: FIRE

ABILITY: RUN AWAY/FLASH FIRE

HELD ITEM: -

Snag from Cipher Peon Kolest in Citadark Isle (Level 40+)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RAVE	SOLARBEAM	GRS
SHADOW DOWN	BATON PASS	NRM
SHADOW SKY	SUNNY DAY	FIRE
-	FLAMETHROWER	FIRE



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	GROWL	NRM
B	TAIL WHIP	NRM
B	EMBER	FIRE
L5	GROWL	NRM
L9	TAIL WHIP	NRM
L14	EMBER	FIRE
L19	STOMP	NRM
L25	FIRE SPIN	FIRE
L31	TAKE DOWN	NRM
L38	AGILITY	PSY
L40	FURY ATTACK	NRM
L50	BOUNCE	FLY
L63	FIRE BLAST	FIRE

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
27	RETURN	NRM
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Hitmonchan

TYPE: FTG

ABILITY: KEEN EYE

HELD ITEM: –

Snag from Cipher Peon Karbon in Citadark Isle (Level 38+)

HP · SPEED · ATTACK · DEFENSE · SA · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	MEGA PUNCH	NRM
SHADOW DOWN	HELPING HAND	NRM
-	MIND READER	NRM
-	SKY UPPERCUT	FTG



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	REVENGE	FTG
B	COMET PUNCH	NRM
L7	AGILITY	PSY
L13	PURSUIT	DRK
L20	MACH PUNCH	FTG
L26	THUNDERPUNCH	ELC
L26	ICE PUNCH	ICE
L26	FIRE PUNCH	FIRE
L32	SKY UPPERCUT	FTG
L38	MEGA PUNCH	NRM
L44	DETECT	FTG
L50	COUNTER	FTG

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
08	BULK UP	FTG
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Hitmonlee

TYPE: FTG

ABILITY: LIMBER

HELD ITEM: BLACK BELT

Snag from Cipher Peon Petro in Citadark Isle (Level 38+)

HP · SPEED · ATTACK · DEFENSE · SA · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	HI JUMP KICK	FTG
SHADOW DOWN	REFRESH	NRM
SHADOW HALF	MIND READER	NRM
-	MEGA KICK	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	REVENGE	FTG
B	DOUBLE KICK	FTG
L6	MEDITATE	PSY
L11	ROLLING KICK	FTG
L16	JUMP KICK	FTG
L20	BRICK BREAK	FTG
L21	FOCUS ENERGY	NRM
L26	HI JUMP KICK	FTG
L31	MIND READER	NRM
L36	FORESIGHT	NRM
L41	ENDURE	NRM
L46	MEGA KICK	NRM
L51	REVERSAL	FTG

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
08	BULK UP	FTG
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Lickitung

TYPE: NRM

ABILITY: OWN TEMPO/OBLIVIOUS

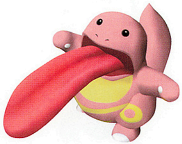
HELD ITEM: –

Snag from Cipher Peon Gefta in Citadark Isle (Level 38+)

HP · SPEED · ATTACK · DEFENSE · SA · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	DOUBLE-EDGE	NRM
SHADOW PANIC	HELPING HAND	NRM
-	DEFENSE CURL	NRM
-	ROLLOUT	RCK



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	LICK	GHO
L7	SUPERSONIC	NRM
L12	DEFENSE CURL	NRM
L18	KNOCK OFF	DRK
L23	STOMP	NRM
L29	WRAP	NRM
L34	DISABLE	NRM
L40	SLAM	NRM
L45	SCREECH	NRM
L51	REFRESH	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Scyther

TYPE: BUG-FLY

ABILITY: SWARM

HELD ITEM: -

Snag from Cipher Peon Leden in Citadark Isle (Level 40+)

HP ATTACK SA SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	RAZOR WIND	NRM
SHADOW MIST	MORNING SUN	NRM
-	SILVER WIND	BUG
-	SLASH	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	QUICK ATTACK	NRM
B	LEER	NRM
L6	FOCUS ENERGY	NRM
L11	PURSUIT	DRK
L16	FALSE SWIPE	NRM
L21	AGILITY	PSY
L26	WING ATTACK	FLY
L31	SLASH	NRM
L36	SWORDS DANCE	NRM
L41	DOUBLE TEAM	NRM
L46	FURY CUTTER	BUG

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Chansey

TYPE: NRM

ABILITY: NATURAL CURE/SERENE GRACE

HELD ITEM: LUCKY PUNCH

Snag from Cipher Peon Leden in Citadark Isle (Level 39+)

HP ATTACK SA SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RAVE	THUNDERBOLT	ELC
SHADOW HOLD	SWEET KISS	NRM
-	SOFTBOILED	NRM
-	SKILL SWAP	PSY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POUND	NRM
B	GROWL	NRM
L5	TAIL WHIP	NRM
L9	REFRESH	NRM
L13	SOFTBOILED	NRM
L17	DOUBLESLAP	NRM
L23	MINIMIZE	NRM
L29	SING	NRM
L35	EGG BOMB	NRM
L41	DEFENSE CURL	NRM
L49	LIGHT SCREEN	PSY
L57	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
04	CALM MIND	PSY
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
48	SKILL SWAP	PSY
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Blissey

TYPE: NRM

ABILITY: NATURAL CURE/SERENE GRACE

HELD ITEM: -

Evolves from Chansey (Friendly Evolution)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POUND	NRM
B	GROWL	NRM
L4	TAIL WHIP	NRM
L7	REFRESH	NRM
L10	SOFTBOILED	NRM
L13	DOUBLESLAP	NRM
L18	MINIMIZE	NRM
L23	SING	NRM
L28	EGG BOMB	NRM
L33	DEFENSE CURL	NRM
L40	LIGHT SCREEN	PSY
L47	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
04	CALM MIND	PSY
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
48	SKILL SWAP	PSY
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Solrock

TYPE: RCK-PSY

ABILITY: LEVITATE

HELD ITEM: -

Snag from Cipher Admin Snattle in Citadark Isle (Level 41+)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RAVE	PSYCHIC	PSY
SHADOW PANIC	BATON PASS	NRM
SHADOW SKY	SUNNY DAY	FIRE
-	COSMIC POWER	PSY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	HARDEN	NRM
L7	CONFUSION	PSY
L13	ROCK SLIDE	RCK
L19	FIRE SPIN	FIRE
L25	PSYWAVE	PSY
L31	COSMIC POWER	PSY
L37	ROCK THROW	RCK
L43	SOLARBEAM	GRS
L49	EXPLOSION	NRM

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
26	EARTHQUAKE	GRD
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
48	SKILL SWAP	PSY
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Starmie

TYPE: WTR-PSY

ABILITY: ILLUMINATE/NATURAL CURE

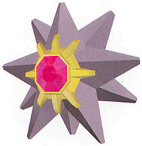
HELD ITEM: -

Snag from Cipher Admin Snattle in Citadark Isle (Level 41+)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW STORM	WATERFALL	WTR
SHADOW BREAK	REFRESH	NRM
SHADOW MIST	ICE BEAM	ICE
-	RECOVER	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	WATER GUN	WTR
B	RAPID SPIN	NRM
B	RECOVER	NRM
B	SWIFT	NRM
L33	CONFUSE RAY	GHO

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
29	PSYCHIC	PSY
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
48	SKILL SWAP	PSY

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Elekid

TYPE: ELC

ABILITY: STATIC

HELD ITEM: -

Trade with Hordel in Outskirt Stand (Level 20)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
-	ICE PUNCH	ICE
-	FIRE PUNCH	FIRE
-	THUNDERPUNCH	ELC
-	CROSS CHOP	FTG



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	QUICK ATTACK	NRM
B	LEER	NRM
L9	THUNDERPUNCH	ELC
L17	LIGHT SCREEN	PSY
L25	SWIFT	NRM
L33	SCREECH	NRM
L41	THUNDERBOLT	ELC
L49	THUNDER	ELC

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
10	HIDDEN POWER	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
29	PSYCHIC	PSY
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Electabuzz

TYPE: ELC

ABILITY: STATIC

HELD ITEM: –

Snag from Cipher Admin Ardos in Citadark Isle (Level 43+) or evolve from Elekid (Level 30)

HP · SPEED · ATTACK · DEFENSE · SA · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BREAK	CROSS CHOP	FTG
SHADOW MIST	FOLLOW ME	NRM
SHADOW HALF	THUNDER WAVE	ELC
SHADOW STORM	THUNDERBOLT	ELC



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	QUICK ATTACK	NRM
B	LEER	NRM
B	THUNDERPUNCH	ELC
L9	THUNDERPUNCH	ELC
L17	LIGHT SCREEN	PSY
L25	SWIFT	NRM
L36	SCREECH	NRM
L47	THUNDERBOLT	ELC
L58	THUNDER	ELC

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
10	HIDDEN POWER	NRM
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
29	PSYCHIC	PSY
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Swellow

TYPE: NRM-FLY

ABILITY: GUTS

HELD ITEM: –

Snag from Cipher Admin Ardos in Citadark Isle (Level 43+)

HP · SPEED · ATTACK · DEFENSE · SA · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BREAK	SKY ATTACK	FLY
SHADOW SKY	BATON PASS	NRM
SHADOW HALF	AGILITY	PSY
SHADOW MIST	FACADE	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	PECK	FLY
B	GROWL	NRM
B	FOCUS ENERGY	NRM
B	QUICK ATTACK	NRM
L4	FOCUS ENERGY	NRM
L8	QUICK ATTACK	NRM
L13	WING ATTACK	FLY
L19	DOUBLE TEAM	NRM
L28	ENDEAVOR	NRM
L38	AERIAL ACE	FLY
L49	AGILITY	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Snorlax

TYPE: NRM

ABILITY: IMMUNITY/THICK FAT

HELD ITEM: LEFTOVERS

Snag from Cipher Admin Ardos in Citadark Isle (Level 43+)

HP · SPEED · ATTACK · DEFENSE · SA · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW END	FISSURE	GRD
SHADOW SHED	REFRESH	NRM
-	CURSE	?
-	BODY SLAM	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
L6	AMNESIA	PSY
L10	DEFENSE CURL	NRM
L15	BELLY DRUM	NRM
L19	HEADBUTT	NRM
L24	YAWN	NRM
L28	REST	PSY
L28	SNORE	NRM
L33	BODY SLAM	NRM
L37	BLOCK	NRM
L42	COVET	NRM
L46	ROLLOUT	RCK
L51	HYPER BEAM	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
24	THUNDERBOLT	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Poliwrath

TYPE: WTR-FTG

ABILITY: WATER ABSORB/DAMP

HELD ITEM: –

Snag from Cipher Admin Gorigan in Citadark Isle (Level 42+)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW STORM	HYDRO PUMP	WTR
SHADOW RUSH	HELPING HAND	NRM
SHADOW SKY	RAIN DANCE	WTR
–	BRICK BREAK	FTG



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	WATER GUN	WTR
B	HYPNOSIS	PSY
B	DOUBLESLAP	NRM
B	SUBMISSION	FTG
L35	SUBMISSION	FTG
L51	MIND READER	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
08	BULK UP	FTG
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
29	PSYCHIC	PSY
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Mr. Mime

TYPE: PSY

ABILITY: SOUNDPROOF

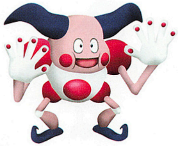
HELD ITEM: –

Snag from Cipher Admin Gorigan in Citadark Isle (Level 42+)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW STORM	PSYCHIC	PSY
SHADOW SHED	FOLLOW ME	NRM
–	ENCORE	NRM
–	THUNDERPUNCH	ELC



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	BARRIER	PSY
L5	CONFUSION	PSY
L9	SUBSTITUTE	NRM
L13	MEDITATE	PSY
L17	DOUBLESLAP	NRM
L21	LIGHT SCREEN	PSY
L21	REFLECT	PSY
L25	ENCORE	NRM
L29	PSYBEAM	PSY
L33	RECYCLE	NRM
L37	TRICK	PSY
L41	ROLE PLAY	PSY
L45	PSYCHIC	PSY
L49	BATON PASS	NRM
L53	SAFEGUARD	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
34	SHOCK WAVE	ELC
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
48	SKILL SWAP	PSY
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Dugtrio

TYPE: GRD

ABILITY: SAND VEIL/ARENA TRAP

HELD ITEM: SOFT SAND

Snag from Cipher Peon Kolax in Citadark Isle (Level 40+)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BREAK	EARTHQUAKE	GRD
SHADOW SHED	CHARM	NRM
SHADOW SKY	SANDSTORM	RCK
–	TRI ATTACK	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TRI ATTACK	NRM
B	SCRATCH	NRM
B	SAND-ATTACK	GRD
B	GROWL	NRM
L5	GROWL	NRM
L9	MAGNITUDE	GRD
L17	DIG	GRD
L25	MUD-SLAP	GRD
L26	SAND TOMB	GRD
L38	SLASH	NRM
L51	EARTHQUAKE	GRD
L64	FISSURE	GRD

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Manectric

TYPE: ELC

ABILITY: STATIC/LIGHTNINGROD

HELD ITEM: -

Snag from Cipher Admin Eldes in Citadark Isle (Level 44+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW END	THUNDER	ELC
SHADOW MIST	REFRESH	NRM
SHADOW SKY	RAIN DANCE	WTR
-	BITE	DRK



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	THUNDER WAVE	ELC
B	LEER	NRM
B	HOWL	NRM
L4	THUNDER WAVE	ELC
L9	LEER	NRM
L12	HOWL	NRM
L17	QUICK ATTACK	NRM
L20	SPARK	ELC
L25	ODOR SLEUTH	NRM
L31	ROAR	NRM
L39	BITE	DRK
L45	THUNDER	ELC
L53	CHARGE	ELC

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Salamence

TYPE: DRG-FLY

ABILITY: INTIMIDATE

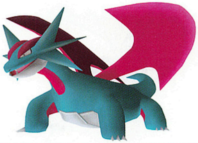
HELD ITEM: -

Snag from Cipher Admin Eldes in Citadark Isle (Level 50+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	DRAGON CLAW	DRG
SHADOW HOLD	REFRESH	NRM
-	DRAGON DANCE	DRG
-	AERIAL ACE	FLY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	RAGE	NRM
B	BITE	DRK
B	LEER	NRM
B	HEADBUTT	NRM
L5	BITE	DRK
L9	LEER	NRM
L17	HEADBUTT	NRM
L21	FOCUS ENERGY	NRM
L25	EMBER	FIRE
L30	PROTECT	NRM
L38	DRAGONBREATH	DRG
L47	SCARY FACE	NRM
L50	FLY	FLY
L61	CRUNCH	DRK
L79	DRAGON CLAW	DRG
L93	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
02	DRAGON CLAW	DRG
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Marowak

TYPE: GRD

ABILITY: ROCK HEAD/LIGHTNINGROD

HELD ITEM: THICK BONE

Snag from Cipher Admin Eldes in Citadark Isle (Level 44+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW END	EARTHQUAKE	GRD
SHADOW PANIC	SING	NRM
-	SWORDS DANCE	NRM
-	ROCK SLIDE	RCK



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	GROWL	NRM
B	TAIL WHIP	NRM
B	BONE CLUB	GRD
B	HEADBUTT	NRM
L5	TAIL WHIP	NRM
L9	BONE CLUB	GRD
L13	HEADBUTT	NRM
L17	LEER	NRM
L21	FOCUS ENERGY	NRM
L25	BONEMERANG	GRD
L32	RAGE	NRM
L39	FALSE SWIPE	NRM
L46	THRASH	NRM
L53	BONE RUSH	GRD
L61	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Lapras

TYPE: WTR-ICE

ABILITY: WATER ABSORB/SHELL ARMOR

HELD ITEM: -

Snag from Cipher Admin Eldes in Citadark Isle (Level 44+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW STORM	HYDRO PUMP	WTR
SHADOW SHED	HEAL BELL	NRM
SHADOW SKY	RAIN DANCE	WTR
-	BLIZZARD	ICE



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	WATER GUN	WTR
B	GROWL	NRM
B	SING	NRM
L7	MIST	ICE
L13	BODY SLAM	NRM
L19	CONFUSE RAY	GHO
L25	PERISH SONG	NRM
L31	ICE BEAM	ICE
L37	RAIN DANCE	WTR
L43	SAFEGUARD	NRM
L49	HYDRO PUMP	WTR
L55	SHEER COLD	ICE

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
29	PSYCHIC	PSY
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Lugia

TYPE: PSY-FLY

ABILITY: PRESSURE

HELD ITEM: -

Snag from Grand Master Greevil in Citadark Isle (Level 50+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLAST	PSYCHO BOOST	PSY
SHADOW SHED	FEATHERDANCE	FLY
SHADOW DOWN	EARTHQUAKE	GRD
SHADOW STORM	HYDRO PUMP	WTR



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	WHIRLWIND	NRM
L11	SAFEGUARD	NRM
L22	GUST	FLY
L33	RECOVER	NRM
L44	HYDRO PUMP	WTR
L55	RAIN DANCE	WTR
L66	SWIFT	NRM
L77	AEROBLAST	FLY
L88	ANCIENTPOWER	RCK
L99	FUTURE SIGHT	PSY

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
04	CALM MIND	PSY
05	ROAR	NRM
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
34	SHOCK WAVE	ELC
37	SANDSTORM	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
47	STEEL WING	STL
48	SKILL SWAP	PSY

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Zapdos

TYPE: ELC-FLY

ABILITY: PRESSURE

HELD ITEM: -

Snag from Grand Master Greevil in Citadark Isle (Level 50+)

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BOLT	EXTRASENSORY	PSY
SHADOW SHED	BATON PASS	NRM
SHADOW SKY	METAL SOUND	STL
SHADOW RUSH	THUNDERBOLT	ELC



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	PECK	FLY
B	THUNDERSHOCK	ELC
L13	THUNDER WAVE	ELC
L25	AGILITY	PSY
L37	DETECT	FTG
L49	DRILL PECK	FLY
L61	CHARGE	ELC
L73	LIGHT SCREEN	PSY
L85	THUNDER	ELC

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
37	SANDSTORM	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SUBSTITUTE	NRM
SWAGGER	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Moltres

TYPE: FIRE-FLY

ABILITY: PRESSURE

HELD ITEM: -

Snag from **Grand Master Greevil** in **Citadark Isle (Level 50+)**

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW FIRE	EXTRASENSORY	PSY
SHADOW SHED	MORNING SUN	NRM
SHADOW HOLD	WILL-O-WISP	FIRE
SHADOW RUSH	FLAMETHROWER	FIRE



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	WING ATTACK	FLY
B	EMBER	FIRE
L13	FIRE SPIN	FIRE
L25	AGILITY	PSY
L37	ENDURE	NRM
L49	FLAMETHROWER	FIRE
L61	SAFEGUARD	NRM
L73	HEAT WAVE	FIRE
L85	SKY ATTACK	FLY

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
47	STEEL WING	STL
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Articuno

TYPE: ICE-FLY

ABILITY: PRESSURE

HELD ITEM: -

Snag from **Grand Master Greevil** in **Citadark Isle (Level 50+)**

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW CHILL	EXTRASENSORY	PSY
SHADOW SHED	HEAL BELL	NRM
SHADOW SKY	HAZE	ICE
SHADOW RUSH	ICE BEAM	ICE



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	GUST	FLY
B	POWDER SNOW	ICE
L13	MIST	ICE
L25	AGILITY	PSY
L37	MIND READER	NRM
L49	ICE BEAM	ICE
L61	REFLECT	PSY
L73	BLIZZARD	ICE
L85	SHEER COLD	ICE

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
37	SANDSTORM	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Tauros

TYPE: NRM

ABILITY: INTIMIDATE

HELD ITEM: -

Snag from **Grand Master Greevil** in **Citadark Isle (Level 46+)**

HP | ATTACK | SA | SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	EARTHQUAKE	GRD
SHADOW HOLD	REFRESH	NRM
SHADOW SHED	TAIL WHIP	NRM
SHADOW SKY	BODY SLAM	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
L4	TAIL WHIP	NRM
L8	RAGE	NRM
L13	HORN ATTACK	NRM
L19	SCARY FACE	NRM
L26	PURSUIT	DRK
L34	REST	PSY
L43	THRASH	NRM
L53	TAKE DOWN	NRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Rhydon

TYPE: GRD-RCK

ABILITY: LIGHTNINGROD/ROCK HEAD

HELD ITEM: –

Snag from Grand Master Greevil in Citadark Isle (Level 46+)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW END	MEGAHORN	BUG
SHADOW DOWN	HELPING HAND	NRM
SHADOW PANIC	SCARY FACE	NRM
SHADOW HOLD	EARTHQUAKE	GRD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	HORN ATTACK	NRM
B	TAIL WHIP	NRM
B	STOMP	NRM
B	FURY ATTACK	NRM
L10	STOMP	NRM
L15	FURY ATTACK	NRM
L24	SCARY FACE	NRM
L29	ROCK BLAST	RCK
L38	HORN DRILL	NRM
L46	TAKE DOWN	NRM
L58	EARTHQUAKE	GRD
L66	MEGAHORN	BUG

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Exeggutor

TYPE: GRS-PSY

ABILITY: CHLOROPHYLL

HELD ITEM: –

Snag from Grand Master Greevil in Citadark Isle (Level 46+)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW STORM	PSYCHIC	PSY
SHADOW SHED	REFRESH	NRM
SHADOW HOLD	HYPNOSIS	PSY
SHADOW END	ANCIENTPOWER	RCK



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	BARRAGE	NRM
B	HYPNOSIS	PSY
B	CONFUSION	PSY
L19	STOMP	NRM
L31	EGG BOMB	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
29	PSYCHIC	PSY
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
36	SLUDGE BOMB	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
48	SKILL SWAP	PSY

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Dragonite

TYPE: DRG-FLY

ABILITY: INNER FOCUS

HELD ITEM: –

Snag from Wanderer Miror B. in Gateon Port (Level 55+)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	HYPER BEAM	NRM
SHADOW DOWN	HEAL BELL	NRM
SHADOW SHED	DRAGON DANCE	DRG
SHADOW STORM	EARTHQUAKE	GRD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	WRAP	NRM
B	LEER	NRM
B	THUNDER WAVE	ELC
B	TWISTER	DRG
L8	THUNDER WAVE	ELC
L15	TWISTER	DRG
L22	DRAGON RAGE	DRG
L29	SLAM	NRM
L38	AGILITY	PSY
L47	SAFEGUARD	NRM
L55	WING ATTACK	FLY
L61	OUTRAGE	DRG
L75	HYPER BEAM	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
02	DRAGON CLAW	DRG
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Sandshrew

TYPE: GRD

ABILITY: SAND VEIL

HELD ITEM: QUICK CLAW

Catch in a Poké Spot

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SCRATCH	NRM
L6	DEFENSE CURL	NRM
L11	SAND-ATTACK	GRD
L17	POISON STING	PSN
L23	SLASH	NRM
L30	SWIFT	NRM
L37	FURY SWIPES	NRM
L45	SAND TOMB	GRD
L53	SANDSTORM	RCK

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Sandslash

TYPE: GRD

ABILITY: SAND VEIL

HELD ITEM: -

Evolves from Sandshrew (Level 22)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SCRATCH	NRM
B	DEFENSE CURL	NRM
B	SAND-ATTACK	GRD
L6	DEFENSE CURL	NRM
L11	SAND-ATTACK	GRD
L17	POISON STING	PSN
L24	SLASH	NRM
L33	SWIFT	NRM
L42	FURY SWIPES	NRM
L52	SAND TOMB	GRD
L62	SANDSTORM	RCK

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Gligar

TYPE: GRD-FLY

ABILITY: HYPER CUTTER/SAND VEIL

HELD ITEM: -

Catch in a Poké Spot

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	POISON STING	PSN
L6	SAND-ATTACK	GRD
L13	HARDEN	NRM
L20	QUICK ATTACK	NRM
L28	FAINT ATTACK	DRK
L36	SLASH	NRM
L44	SCREECH	NRM
L52	GUILLOTINE	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
DOUBLE-EDGE	NRM

Trapinch

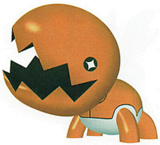
TYPE: GRD

ABILITY: HYPER CUTTER/ARENA TRAP

HELD ITEM: SOFT SAND

Catch in a Poké Spot

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	BITE	DRK
L9	SAND-ATTACK	GRD
L17	FAINT ATTACK	DRK
L25	SAND TOMB	GRD
L33	CRUNCH	DRK
L41	DIG	GRD
L49	SANDSTORM	RCK
L57	HYPER BEAM	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Vibrava

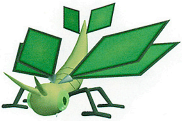
TYPE: GRD-DRG

ABILITY: LEVITATE

HELD ITEM: –

Evolves from Trapinch (Level 35)

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	BITE	DRK
B	SAND-ATTACK	GRD
B	FAINT ATTACK	DRK
B	SAND TOMB	GRD
L9	SAND-ATTACK	GRD
L17	FAINT ATTACK	DRK
L25	SAND TOMB	GRD
L33	CRUNCH	DRK
L35	DRAGONBREATH	DRG
L41	SCREECH	NRM
L49	SANDSTORM	RCK
L57	HYPER BEAM	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Flygon

TYPE: GRD-DRG

ABILITY: LEVITATE

HELD ITEM: –

Evolves from Vibrava (Level 45)

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	BITE	DRK
B	SAND-ATTACK	GRD
B	FAINT ATTACK	DRK
B	SAND TOMB	GRD
L9	SAND-ATTACK	GRD
L17	FAINT ATTACK	DRK
L25	SAND TOMB	GRD
L33	CRUNCH	DRK
L35	DRAGONBREATH	DRG
L41	SCREECH	NRM
L53	SANDSTORM	RCK
L65	HYPER BEAM	NRM

TM MOVES

TM	MOVE	TYPE
02	DRAGON CLAW	DRG
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Hoppip

TYPE: GRS-FLY

ABILITY: CHLOROPHYLL

HELD ITEM: –

Catch in a Poké Spot

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SPLASH	NRM
L5	SYNTHESIS	GRS
L5	TAIL WHIP	NRM
L10	TACKLE	NRM
L13	POISONPOWDER	PSN
L15	STUN SPORE	GRS
L17	SLEEP POWDER	GRS
L20	LEECH SEED	GRS
L25	COTTON SPORE	GRS
L30	MEGA DRAIN	GRS

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Skiploom

TYPE: GRS-FLY

ABILITY: CHLOROPHYLL

HELD ITEM: –

Evolves from Hoppip (Level 18)

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SPLASH	NRM
B	SYNTHESIS	GRS
B	TAIL WHIP	NRM
B	TACKLE	NRM
L5	SYNTHESIS	GRS
L5	TAIL WHIP	NRM
L10	TACKLE	NRM
L13	POISONPOWDER	PSN
L15	STUN SPORE	GRS
L17	SLEEP POWDER	GRS
L22	LEECH SEED	GRS
L29	COTTON SPORE	GRS
L36	MEGA DRAIN	GRS

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Jumpluff

TYPE: GRS-FLY

ABILITY: CHLOROPHYLL

HELD ITEM: –

Evolves from Skiploom (Level 27)

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SPLASH	NRM
B	SYNTHESIS	GRS
B	TAIL WHIP	NRM
B	TACKLE	NRM
L5	SYNTHESIS	GRS
L5	TAIL WHIP	NRM
L10	TACKLE	NRM
L13	POISONPOWDER	PSN
L15	STUN SPORE	GRS
L17	SLEEP POWDER	GRS
L22	LEECH SEED	GRS
L33	COTTON SPORE	GRS
L44	MEGA DRAIN	GRS

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Phanpy

TYPE: GRD

ABILITY: PICKUP

HELD ITEM: –

Catch in a Poké Spot

HP ATTACK SA

SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	ODOR SLEUTH	NRM
B	TACKLE	NRM
B	GROWL	NRM
L9	DEFENSE CURL	NRM
L17	FLAIL	NRM
L25	TAKE DOWN	NRM
L33	ROLLOUT	RCK
L41	ENDURE	NRM
L49	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
32	DOUBLE TEAM	NRM
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Donphan

TYPE: GRD

ABILITY: STURDY

HELD ITEM: –

Evolves from Phanpy (Level 25)

HP ATTACK SA

SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	ODOR SLEUTH	NRM
B	HORN ATTACK	NRM
B	GROWL	NRM
L9	DEFENSE CURL	NRM
L17	FLAIL	NRM
L25	FURY ATTACK	NRM
L33	ROLLOUT	RCK
L41	RAPID SPIN	NRM
L49	EARTHQUAKE	GRD

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
32	DOUBLE TEAM	NRM
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Surskit

TYPE: BUG-WTR

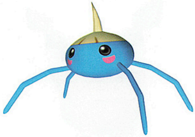
ABILITY: SWIFT SWIM

HELD ITEM: –

Catch in a Poké Spot

HP ATTACK SA

SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	BUBBLE	WTR
L7	QUICK ATTACK	NRM
L13	SWEET SCENT	NRM
L19	WATER SPORT	WTR
L25	BUBBLEBEAM	WTR
L31	AGILITY	PSY
L37	MIST	ICE
L37	HAZE	ICE

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Masquerain

TYPE: BUG-FLY

ABILITY: INTIMIDATE

HELD ITEM: –

Evolves from Surskit (Level 22)

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	BUBBLE	WTR
B	QUICK ATTACK	NRM
B	SWEET SCENT	NRM
B	WATER SPORT	WTR
L7	QUICK ATTACK	NRM
L13	SWEET SCENT	NRM
L19	WATER SPORT	WTR
L26	GUST	FLY
L33	SCARY FACE	NRM
L40	STUN SPORE	GRS
L47	SILVER WIND	BUG
L53	WHIRLWIND	NRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Zubat

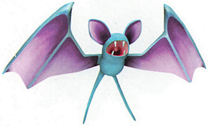
TYPE: PSN-FLY

ABILITY: INNER FOCUS

HELD ITEM: -

Catch in a Poké Spot

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	LEECH LIFE	BUG
L6	SUPERSONIC	NRM
L11	ASTONISH	GHO
L16	BITE	DRK
L21	WING ATTACK	FLY
L26	CONFUSE RAY	GHO
L31	AIR CUTTER	FLY
L36	MEAN LOOK	NRM
L41	POISON FANG	PSN
L46	HAZE	ICE

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
27	RETURN	NRM
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
40	AERIAL ACE	FLY
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Golbat

TYPE: PSN-FLY

ABILITY: INNER FOCUS

HELD ITEM: –

Evolves from Zubat (Level 22)

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SCREECH	NRM
B	LEECH LIFE	BUG
B	SUPERSONIC	NRM
B	ASTONISH	GHO
L6	SUPERSONIC	NRM
L11	ASTONISH	GHO
L16	BITE	DRK
L21	WING ATTACK	FLY
L28	CONFUSE RAY	GHO
L35	AIR CUTTER	FLY
L42	MEAN LOOK	NRM
L49	POISON FANG	PSN
L56	HAZE	ICE

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
27	RETURN	NRM
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
40	AERIAL ACE	FLY
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Crobat

TYPE: PSN-FLY

ABILITY: INNER FOCUS

HELD ITEM: –

Evolves from Golbat (Friendly Evolution)

HP | ATTACK | SA
SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SCREECH	NRM
B	LEECH LIFE	BUG
B	SUPERSONIC	NRM
B	ASTONISH	GHO
L6	SUPERSONIC	NRM
L11	ASTONISH	GHO
L16	BITE	DRK
L21	WING ATTACK	FLY
L28	CONFUSE RAY	GHO
L35	AIR CUTTER	FLY
L42	MEAN LOOK	NRM
L49	POISON FANG	PSN
L56	HAZE	ICE

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
27	RETURN	NRM
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
40	AERIAL ACE	FLY
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Aron

TYPE: STL-RCK

ABILITY: STURDY/ROCK HEAD

HELD ITEM: HARD STONE

Catch in a Poké Spot

HP | ATTACK | SA
SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
L4	HARDEN	NRM
L7	MUD-SLAP	GRD
L10	HEADBUTT	NRM
L13	METAL CLAW	STL
L17	IRON DEFENSE	STL
L21	ROAR	NRM
L25	TAKE DOWN	NRM
L29	IRON TAIL	STL
L34	PROTECT	NRM
L39	METAL SOUND	STL
L44	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Lairon

TYPE: STL-RCK

ABILITY: STURDY/ROCK HEAD

HELD ITEM: –

Evolves from Aron (Level 32)

HP | ATTACK | SA
SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	HARDEN	NRM
B	MUD-SLAP	GRD
B	HEADBUTT	NRM
L4	HARDEN	NRM
L7	MUD-SLAP	GRD
L10	HEADBUTT	NRM
L13	METAL CLAW	STL
L17	IRON DEFENSE	STL
L21	ROAR	NRM
L25	TAKE DOWN	NRM
L29	IRON TAIL	STL
L37	PROTECT	NRM
L45	METAL SOUND	STL
L53	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Aggron

TYPE: STL-RCK

ABILITY: STURDY/ROCK HEAD

HELD ITEM: -

Evolves from Lairon (Level 42)

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	HARDEN	NRM
B	MUD-SLAP	GRD
B	HEADBUTT	NRM
L4	HARDEN	NRM
L7	MUD-SLAP	GRD
L10	HEADBUTT	NRM
L13	METAL CLAW	STL
L17	IRON DEFENSE	STL
L21	ROAR	NRM
L25	TAKE DOWN	NRM
L29	IRON TAIL	STL
L37	PROTECT	NRM
L50	METAL SOUND	STL
L63	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
02	DRAGON CLAW	DRG
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Wooper

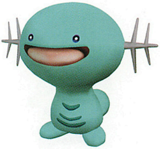
TYPE: WTR-GRD

ABILITY: DAMP/WATER ABSORB

HELD ITEM: -

Catch in a Poké Spot

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	WATER GUN	WTR
B	TAIL WHIP	NRM
L11	SLAM	NRM
L16	MUD SHOT	GRD
L21	AMNESIA	PSY
L31	YAWN	NRM
L36	EARTHQUAKE	GRD
L41	RAIN DANCE	WTR
L51	MIST	ICE
L51	HAZE	ICE

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
37	SANDSTORM	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Quagsire

TYPE: WTR-GRD

ABILITY: DAMP/WATER ABSORB

HELD ITEM: -

Evolves from Wooper (Level 20)

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	WATER GUN	WTR
B	TAIL WHIP	NRM
L11	SLAM	NRM
L16	MUD SHOT	GRD
L23	AMNESIA	PSY
L35	YAWN	NRM
L42	EARTHQUAKE	GRD
L49	RAIN DANCE	WTR
L61	MIST	ICE
L61	HAZE	ICE

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Shuckle

TYPE: BUG-RCK

ABILITY: STURDY

HELD ITEM: -

Trade with Duking (Level 20)

HP | ATTACK | SA
SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
-	TOXIC	PSN
-	SUBSTITUTE	NRM
-	SLUDGE BOMB	PSN
-	ENCORE	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	CONSTRICT	NRM
B	WITHDRAW	WTR
L9	WRAP	NRM
L14	ENCORE	NRM
L23	SAFEGUARD	NRM
L28	BIDE	NRM
L37	REST	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Larvitar

TYPE: RCK-GRD

ABILITY: GUTS

HELD ITEM: -

Trade with Duking (Level 20)

HP | ATTACK | SA
SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
-	SANDSTORM	RCK
-	DRAGON DANCE	DRG
-	BITE	DRK
-	OUTRAGE	DRG



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	BITE	DRK
B	LEER	NRM
L8	SANDSTORM	RCK
L15	SCREECH	NRM
L22	ROCK SLIDE	RCK
L29	THRASH	NRM
L36	SCARY FACE	NRM
L43	CRUNCH	DRK
L50	EARTHQUAKE	GRD
L57	HYPER BEAM	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
37	SANDSTORM	RCK
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Pupitar

TYPE: RCK-GRD

ABILITY: SHED SKIN

HELD ITEM: -

Evolves from Larvitar (Level 30)

HP | ATTACK | SA
SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	BITE	DRK
B	LEER	NRM
B	SANDSTORM	RCK
B	SCREECH	NRM
L8	SANDSTORM	RCK
L15	SCREECH	NRM
L22	ROCK SLIDE	RCK
L29	THRASH	NRM
L38	SCARY FACE	NRM
L47	CRUNCH	DRK
L56	EARTHQUAKE	GRD
L65	HYPER BEAM	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
37	SANDSTORM	RCK
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Tyranitar

TYPE: RCK-DRK

ABILITY: SAND STREAM

HELD ITEM: -

Evolves from Pupitar (Level 55)

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	BITE	DRK
B	LEER	NRM
B	SANDSTORM	RCK
B	SCREECH	NRM
L8	SANDSTORM	RCK
L15	SCREECH	NRM
L22	ROCK SLIDE	RCK
L29	THRASH	NRM
L38	SCARY FACE	NRM
L47	CRUNCH	DRK
L61	EARTHQUAKE	GRD
L75	HYPER BEAM	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
02	DRAGON CLAW	DRG
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
DOUBLE-EDGE	NRM

Meditite

TYPE: FTG-PSY

ABILITY: PURE POWER

HELD ITEM: -

Trade with Duking (Level 20)

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
-	DYNAMICH PUNCH	FTG
-	CONFUSION	PSY
-	SHADOW BALL	GHO
-	DETECT	FTG



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	BIDE	NRM
L4	MEDITATE	PSY
L9	CONFUSION	PSY
L12	DETECT	FTG
L18	HIDDEN POWER	NRM
L22	MIND READER	NRM
L28	CALM MIND	PSY
L32	HI JUMP KICK	FTG
L38	PSYCH UP	NRM
L42	REVERSAL	FTG
L48	RECOVER	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
04	CALM MIND	PSY
06	TOXIC	PSN
08	BULK UP	FTG
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEIMIC TOSS	FTG
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Medicham

TYPE: FTG-PSY

ABILITY: PURE POWER

HELD ITEM: -

Evolves from Meditite (Level 37)

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	FIRE PUNCH	FIRE
B	THUNDERPUNCH	ELC
B	ICE PUNCH	ICE
B	BIDE	NRM
B	MEDITATE	PSY
B	CONFUSION	PSY
B	DETECT	FTG
L4	MEDITATE	PSY
L9	CONFUSION	PSY
L12	DETECT	FTG
L18	HIDDEN POWER	NRM
L22	MIND READER	NRM
L28	CALM MIND	PSY
L32	HI JUMP KICK	FTG
L40	PSYCH UP	NRM
L46	REVERSAL	FTG
L54	RECOVER	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
04	CALM MIND	PSY
06	TOXIC	PSN
08	BULK UP	FTG
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Chikorita

TYPE: GRS

ABILITY: OVERGROW

HELD ITEM: –

Win all 100 Trainer battles in Mt. Battle

HP | ATTACK | SA
SPEED | DEFENSE | SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
–	ANCIENTPOWER	RCK
–	TACKLE	NRM
–	GROWL	NRM
–	FRENZY PLANT	GRS



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	GROWL	NRM
L8	RAZOR LEAF	GRS
L12	REFLECT	PSY
L15	POISONPOWDER	PSN
L22	SYNTHESIS	GRS
L29	BODY SLAM	NRM
L36	LIGHT SCREEN	PSY
L43	SAFEGUARD	NRM
L50	SOLARBEAM	GRS

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
19	GIGA DRAIN	GRS
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
27	RETURN	NRM
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Bayleef

TYPE: GRS

ABILITY: OVERGROW

HELD ITEM: –

Evolves from Chikorita (Level 16)

HP | ATTACK | SA
SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	GROWL	NRM
B	RAZOR LEAF	GRS
B	REFLECT	PSY
L8	RAZOR LEAF	GRS
L12	REFLECT	PSY
L15	POISONPOWDER	PSN
L23	SYNTHESIS	GRS
L31	BODY SLAM	NRM
L39	LIGHT SCREEN	PSY
L47	SAFEGUARD	NRM
L55	SOLARBEAM	GRS

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
19	GIGA DRAIN	GRS
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
27	RETURN	NRM
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Meganium

TYPE: GRS

ABILITY: OVERGROW

HELD ITEM: –

Evolves from Bayleef (Level 32)

HP | ATTACK | SA
SPEED | DEFENSE | SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	GROWL	NRM
B	RAZOR LEAF	GRS
B	REFLECT	PSY
L8	RAZOR LEAF	GRS
L12	REFLECT	PSY
L15	POISONPOWDER	PSN
L23	SYNTHESIS	GRS
L31	BODY SLAM	NRM
L41	LIGHT SCREEN	PSY
L51	SAFEGUARD	NRM
L61	SOLARBEAM	GRS

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
19	GIGA DRAIN	GRS
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Cyndaquil

TYPE: FIRE

ABILITY: BLAZE

HELD ITEM: -

Win all 100 Trainer battles in Mt. Battle

HP · ATTACK · SA · SPEED · DEFENSE · SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
-	REVERSAL	FTG
-	TACKLE	NRM
-	LEER	NRM
-	BLAST BURN	FIRE



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	LEER	NRM
L6	SMOKESCREEN	NRM
L12	EMBER	FIRE
L19	QUICK ATTACK	NRM
L27	FLAME WHEEL	FIRE
L36	SWIFT	NRM
L46	FLAMETHROWER	FIRE

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Quilava

TYPE: FIRE

ABILITY: BLAZE

HELD ITEM: -

Evolves from Cyndaquil (Level 14)

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	LEER	NRM
B	SMOKESCREEN	NRM
L6	SMOKESCREEN	NRM
L12	EMBER	FIRE
L21	QUICK ATTACK	NRM
L31	FLAME WHEEL	FIRE
L42	SWIFT	NRM
L54	FLAMETHROWER	FIRE

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Typhlosion

TYPE: FIRE

ABILITY: BLAZE

HELD ITEM: -

Evolves from Quilava (Level 36)

HP · ATTACK · SA · SPEED · DEFENSE · SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	TACKLE	NRM
B	LEER	NRM
B	SMOKESCREEN	NRM
B	EMBER	FIRE
L6	SMOKESCREEN	NRM
L12	EMBER	FIRE
L21	QUICK ATTACK	NRM
L31	FLAME WHEEL	FIRE
L45	SWIFT	NRM
L60	FLAMETHROWER	FIRE

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Totodile

TYPE: WTR

ABILITY: TORRENT

HELD ITEM: -

Win all 100 Trainer battles in Mt. Battle

HP ATTACK SA SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
-	CRUNCH	DRK
-	SCRATCH	NRM
-	LEER	NRM
-	HYDRO CANNON	WTR



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SCRATCH	NRM
B	LEER	NRM
L7	RAGE	NRM
L13	WATER GUN	WTR
L20	BITE	DRK
L27	SCARY FACE	NRM
L35	SLASH	NRM
L43	SCREECH	NRM
L52	HYDRO PUMP	WTR

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Croconaw

TYPE: WTR

ABILITY: TORRENT

HELD ITEM: –

Evolves from Totodile (Level 18)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SCRATCH	NRM
B	LEER	NRM
B	RAGE	NRM
L7	RAGE	NRM
L13	WATER GUN	WTR
L21	BITE	DRK
L28	SCARY FACE	NRM
L37	SLASH	NRM
L45	SCREECH	NRM
L55	HYDRO PUMP	WTR

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Feraligatr

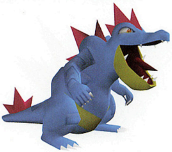
TYPE: WTR

ABILITY: TORRENT

HELD ITEM: -

Evolves from Croconaw (Level 30)

HP ATTACK SA SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
B	SCRATCH	NRM
B	LEER	NRM
B	RAGE	NRM
B	WATER GUN	WTR
L7	RAGE	NRM
L13	WATER GUN	WTR
L21	BITE	DRK
L28	SCARY FACE	NRM
L38	SLASH	NRM
L47	SCREECH	NRM
L58	HYDRO PUMP	WTR

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
02	DRAGON CLAW	DRG
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Reference Data

Items, abilities, natures and moves



HEALTH ITEMS

ITEM	DESCRIPTION	LOCATION	PRICE
Antidote	Cures a Pokémon's Poison condition	Pokémart/Pokémon HQ Lab/Battle CD	100
Awakening	Wakes Pokémon with a Sleep condition	Pokémart/Gateon Port/Battle CD	250
Burn Heal	Heals a Pokémon's Burn condition	Pokémart/Agate Village/Battle CD	250
Elixir	Restores 10 PP to all attacks	Cipher Key Lair/Citadark Isle/Battle CD/Bingo	–
Energy Root	Restores 200 HP but tastes bitter	Gateon Port Herb Shop/Poké Spots/Battle CD/Receive from Herbalist	800
Energypowder	Restores 50 HP but tastes bitter	Gateon Port Herb Shop/Poké Spots/Receive from Herbalist	500
Ether	Restores 10 PP to one attack	Agate Village/Cipher Lab/Pyrite Town/Bingo	–
Fresh Water	Restores 50 HP	Pyrite Town	200
Full Heal	Cures all status conditions	Pokémart/Mt. Battle/Cipher Lab./Snagem Hideout/ Cipher Key Lair/Citadark Isle/Battle CD	600
Full Restore	Cures all status conditions and restores all HP	Pokémart/Cipher Key Lair/Citadark Isle/ Battle CD	3,000
Heal Powder	Cures all status conditions but tastes bitter	Gateon Port Herb Shop/Poké Spots/Receive from Herbalist	450
Hyper Potion	Restores 200 HP	Pokémart/Pyrite Town/Phenac City/Snagem Hideout/ Cipher Key Lair/Citadark Isle/Battle CD	1,200
Ice Heal	Heals a Pokémon's Ice condition	Pokémart/Battle CD	250
Lemonade	Restores 80 HP	Pyrite Town	350
Max Elixir	Restores all PP to all moves	Citadark Isle/Bingo	–
Max Ether	Restores all PP to one move	*S.S. Libra*/Citadark Isle/Battle CD/Bingo	–
Max Potion	Restores all HP	Gateon Port/Citadark Isle	2,500
Max Revive	Revives a fainted Pokémon & restores all HP and PP	Cipher Key Lair/Citadark Isle/Battle CD/Bingo	–
MooMoo Milk	Restores 100 HP	Pyrite Town	500
Paralyze Heal	Cures a Pokémon's Paralyze condition	Pokémart/Gateon Port/Pyrite Town/Battle CD	200
Potion	Restores 20 HP	Pokémart/Pokémon HQ Lab/Gateon Port/Agate Village	300
Revival Herb	Revives fainted Pokémon but tastes bitter	Gateon Port Herb Shop/Poké Spots/Receive from Herbalist	2,800
Revive	Revives fainted Pokémon and restores 1/2 of its HP	Pokémart/Cipher Lab/Pyrite Town/Snagem Hideout/ Cipher Key Lair/Citadark Isle/Battle CD	1,500
Sacred Ash	Revives all fainted Pokémon	Battle CD	–
Soda Pop	Restores 60 HP	Pyrite Town	300
Super Potion	Restores 50 HP	Pokémart/Gateon Port/Agate Village/Cipher Lab/Battle CD	700
Yellow Flute	Cures Pokémon's Confuse condition	*S.S. Libra*	–

BALLS

ITEM	DESCRIPTION	LOCATION	PRICE
Great Ball	Catches Pokémon better than a Poké Ball	Pokémart/Cipher Lab/Pyrite Town/Battle CD	600
Luxury Ball	Caught Pokémon will be friendlier	*S.S. Libra*	-
Master Ball	Always catches a Pokémon	Pokémon HQ Lab	-
Nest Ball	Better against lower-level Pokémon	Outskirt Stand Shop	1,000
Net Ball	Better against Bug-type and Water-type Pokémon	Outskirt Stand Shop	1,000
Poké Ball	The basic ball used to catch Pokémon	Pokémart/Gateon Port/Agate Village/Cipher Lab/Pokémon HQ Lab	200
Premier Ball	Same as Poké Ball except for design	Given when you buy 10 Poké Balls at once	-
Timer Ball	Better success as the battle grows longer	Outskirt Stand Shop/Citadark Isle/Battle CD	1,000
Ultra Ball	Catches Pokémon better than Great Ball	Pokémart/Realgam Tower/Phenac City/Snagem Hideout/ Cipher Key Lair/Citadark Isle/Battle CD	1,200

ITEMS FOR SHADOW POKéMON PURIFICATION

ITEM	DESCRIPTION	LOCATION	PRICE
Excite Scent	Purifies a Shadow Pokémon to a good extent	Agate Village	800
Joy Scent	Purifies a Shadow Pokémon to a slight extent	Agate Village	600
Vivid Scent	Purifies a Shadow Pokémon to a great extent	Agate Village	1,200

LEVEL- AND SKILL-BOOSTING ITEMS

ITEM	DESCRIPTION	LOCATION	PRICE
Calcium	Raises Special Attack permanently	Phenac City	9,800
Carbos	Raises Speed permanently	Phenac City/Realgam Tower	9,800
Dire Hit	Increases chance of a critical hit for one battle	Pyrite Town	650
Fire Stone	Evolves specific Pokémon	*S.S. Libra*/Gateon Port	–
Guard Spec.	Guards against Special Attacks for one battle	Pyrite Town/Battle CD	700
HP Up	Raises maximum HP permanently	Phenac City/Pyrite Town/Cipher Key Lair	9,800
Iron	Raises Defense permanently	Phenac City/*S.S. Libra*	9,800
Leaf Stone	Evolves specific Pokémon	Cipher Lab	–
PP Max	Raises PP to its maximum limit permanently	Citadark Isle	–
PP Up	Raises PP permanently	Phenac Stadium/*S.S. Libra*/Snagem Hideout/Cipher Key Lair/ Citadark Isle/Battle CD	–
Protein	Raises Attack permanently	Phenac City/Realgam Tower	9,800
Rare Candy	Raises Pokémon's level by one permanently	Kaminko's house/Snagem Hideout/Cipher Key Lair/Citadark Isle/Battle CD	–
Thunderstone	Evolves specific Pokémon	Gateon Port	–
Water Stone	Evolves specific Pokémon	Phenac Stadium/Gateon Port	–
X Accuracy	Increases Accuracy for one battle	Pyrite Town/Battle CD	950
X Attack	Increases Attack for one battle	Pyrite Town	500
X Defend	Increases Defense for one battle	Pyrite Town	550
X Special	Raises Special Attack for one battle	Pyrite Town	350
X Speed	Increases Speed for one battle	Pyrite Town	350
Zinc	Raises Special Defense permanently	Phenac City	9,800

KEY ITEMS

ITEM	DESCRIPTION	LOCATION
Bonsly Card	A special Battle Bingo card for Realgam Tower	Pyrite Town
Bonsly Photo	The prize for winning at Battle Bingo with the Bonsly Card	Gateon Port
Cologne Case	Holds Cologne Massage scents used to purify Shadow Pokémon	Agate Village
Cry Analyzer	A device used to free Pokémon from defective translators	Kaminko's house
Data ROM	A memory device that may contain Cipher's secrets	Cipher Lab
Disc Case	A case for storing Battle CDs	Phenac City
Elevator Key	The key to the elevator in the Pre Gym	Phenac City
Gonzap's Key	A key obtained from Gonzap to open a treasure chest	Snagem Hideout
ID Card	An item used for security checks at Cipher buildings	Cipher Lab
Krane's Memo 1	A memo written by Krane about the Snag system	Pokémon HQ Lab
Krane's Memo 2	A memo written by Krane about the Aura Reader	Pokémon HQ Lab
Krane's Memo 3	A memo written by Krane about the Snag Machine	Pokémon HQ Lab
Krane's Memo 4	A memo written by Krane on purifying Shadow Pokémon	Pokémon HQ Lab
Krane's Memo 5	A memo written by Krane about the Purify Chamber	Pokémon HQ Lab
Machine Part	A vital mechanical component needed by Lily	Gateon Port
Mayor's Note	An important letter that the mayor wrote for Justy	Phenac City
Miror Radar	A found device that senses Miror B.'s presence	Cave Poké Spot
Moon Shard	An odd shard that makes Eevee evolve into Umbreon	Gateon Port
Music Disc	A plaintive love song by a pop star	Phenac City
Sun Shard	An odd shard that makes Eevee evolve into Espeon	Gateon Port
System Lever	A handle-shaped lever that controls a machine	Cipher Key Lair
Voice Case 01	A special case that contains the cry of a Pokémon	Kaminko's house
Voice Case 02	A special case that contains the cry of a Pokémon	Kaminko's house
Voice Case 03	A special case that contains the cry of a Pokémon	Kaminko's house
Voice Case 04	A special case that contains the cry of a Pokémon	Kaminko's house
Voice Case 05	A special case that contains the cry of a Pokémon	Kaminko's house

HELD ITEMS

ITEM	DESCRIPTION	LOCATION	POKéMON COUPON
Amulet Coin	Doubles earnings if Pokémon battles	Gateon Port	–
Black Belt	Increases power of Fighting-type attacks	Hitmonlee (Shadow Pokémon)	–
Blackglasses	Increases power of Dark-type attacks	Carvanha (Shadow Pokémon)	–
Brightpowder	Lowers opponent's Accuracy	Exchange for Pokémon Coupon	8,000
Charcoal	Increases power of Fire-type attacks	Numel (Shadow Pokémon)	–
Choice Band	Multiplies move power used first by 1.5; can't use other moves	Exchange for Pokémon Coupon	8,000
Dragon Fang	Increases power of Dragon-type attacks	Altaria (Shadow Pokémon)	–
Exp. Share	Gives Pokémon an extra share of experience (see pg.13)	Phenac City	–
Focus Band	Prevents a Pokémon from fainting occasionally	Pyrite Town/Exchange for Pokémon Coupon	8,000
Hard Stone	Increases power of Rock-type attacks	Lunatone (Shadow Pokémon)	–
King's Rock	May cause flinching when opponent is hit	Exchange for Pokémon Coupon	8,000
Leftovers	Restores HP gradually during battle	*S.S. Libra*/Snorlax (Shadow Pokémon)	–
Lucky Egg	Grants more Exp. points after a battle	Agate Village	–
Lucky Punch	Increases Chansey's chance of a critical hit	Chansey (Shadow Pokémon)	–
Macho Brace	Grows stats better but halves Speed	Mt. Battle	–
Magnet	Increases power of Electric-type attacks	Voltorb (Shadow Pokémon)	–
Mental Herb	Prevents your Pokémon from becoming attracted to opponent	Gateon Port/Battle CD/Exchange for Pokémon Coupon	6,000
Metal Coat	Increases power of Steel-type attacks	Magneton (Shadow Pokémon)	–
Miracle Seed	Increases power of Grass-type attacks	Tangela (Shadow Pokémon)	–
Mystic Water	Increases power of Water-type attacks	Seel (Shadow Pokémon)	–
Nevermeltice	Increases power of Ice-type attacks	Swinub (Shadow Pokémon)	–
Poison Barb	Increases power of Poison-type attacks	Beedrill (Shadow Pokémon)	–
Quick Claw	Increases chances of attacking first	Gateon Port/Exchange for Pokémon Coupon	8,000
Scope Lens	Increases chances of scoring a critical hit	Exchange for Pokémon Coupon	8,000
Sharp Beak	Increases power of Flying-type attacks	Spearow (Shadow Pokémon)	–
Shell Bell	Restores HP by 1/8 of damage to opponent	Exchange for Pokémon Coupon	8,000
Silk Scarf	Increases power of Normal-type attacks	Zangoose (Shadow Pokémon)	–
Silver Powder	Increases power of Bug-type attacks	Venomoth (Shadow Pokémon)	–
Soft Sand	Increases power of Ground-type attacks	Dugtrio (Shadow Pokémon)	–
Soothe Bell	Speeds development of Pokémon's Friendship	Pyrite Town	–
Spell Tag	Increases power of Ghost-type attacks	Banette (Shadow Pokémon)	–
Stick	Increases Farfetch'd's chance of a critical hit	Farfetch'd (Shadow Pokémon)	–
Thick Club	Doubles Attack for Cubone or Marowak	Marowak (Shadow Pokémon)	–
Twistedspoon	Increases power of Psychic-type attacks	Ralts (Shadow Pokémon)	–
White Herb	Cures status conditions	Gateon Port/Citadark Isle/Battle CD/Exchange for Pokémon Coupon	6,000

BERRIES

ITEM	DESCRIPTION	LOCATION	FLAVORS
Aguav Berry	Restores HP when it's half or lower; confuses Pokémon that dislike bitter flavor	Agate Village	Bitter
Apicot Berry	Raises Special Defense when HP is low	Exchange for Pokémon Coupon (15,000)	Dry, Sour
Aspear Berry	Eliminates Freeze condition	Agate Village	Sour
Cheri Berry	Eliminates Paralyze condition	Agate Village	Spicy
Chesto Berry	Eliminates Sleep condition	Agate Village	Dry
Figy Berry	Restores HP when it's half or lower; confuses Pokémon that dislike spicy flavor	Agate Village	Spicy
Ganlon Berry	Raises Defense when HP is low	Exchange for Pokémon Coupon (15,000)	Dry, Bitter
Himeri Berry	Restores 10 PP	Agate Village	?
Iapapa Berry	Restores HP when it's half or lower; confuses Pokémon that dislike sour flavor	Agate Village	Sour
Leppa Berry	Restores PP when it's zero	Agate Village	Sweet, Spicy, Sour, Bitter
Lum Berry	Cures any status condition	Agate Village/Phenac City/Battle CD	Dry, Sweet, Spicy, Sour, Bitter
Mago Berry	Restores HP when it's half or lower; confuses Pokémon that dislike sweet flavor	Agate Village	Sweet
Oran Berry	Restores 10 HP when it's half or lower	Agate Village	Dry, Sweet, Spicy, Sour, Bitter
Pecha Berry	Eliminates Poison condition	Agate Village	Sweet
Persim Berry	Eliminates Confuse condition	Agate Village	Dry, Sweet, Spicy, Sour, Bitter
Petaya Berry	Raises Special Attack when HP is low	Exchange for Pokémon Coupon (15,000)	Spicy, Bitter
Rawst Berry	Eliminates Burn condition	Agate Village	Bitter
Salac Berry	Raises Speed when HP is low	Exchange for Pokémon Coupon (15,000)/Battle CD	Sweet, Sour
Sitrus Berry	Restores 30 HP when it's half or lower	Agate Village	Dry, Sweet, Spicy, Sour, Bitter
Wiki Berry	Restores HP when it's half or lower; confuses Pokémon that dislike dry flavor	Agate Village	Dry

OTHER ITEMS

ITEM	DESCRIPTION	LOCATION
Nugget	This sells for a high price	Battle CD
Poké Snack	Attracts wild Pokémon	Pokémarts/Poké Spots/News Event

BATTLE CDs

NO.	TITLE	PLAYER POKéMON	ENEMY POKéMON	LOCATION
01	Flying vs. Flying	Pidgeot	Tropius	Phenac City
02	Skill over Power	Wartortle	Drowzee	Realgam Tower (1,000)
03	Exploit Seams!	Quagsire/Ludicolo	Vileplume/Skarmory	Realgam Tower (1,000)
04	Plusle and Minun	Plusle/Minun	Miltank/Tropius	Realgam Tower (1,000)
05	Offense Is the Greatest Defense	Blissey	Medicham	Kaminko's house
06	Dreams Come True	Sneasel/Pikachu/Snorlax	Primeape	Gateon Port
07	Machamp's Macho Romp	Machamp	Aggron	Phenac City
•08	Zangoose vs. Cradily	Zangoose	Cradily	Phenac City
09	Color Change Carnival	Aerodactyl/Hitmonchan/Girafarig/Hariyama	Kecleon	Realgam Tower (1,000)
•10	Friends from the Moon	Clefairy/Clefable	Aggron	Phenac City
•11	One-Hit Wonders	Cacturne/Magcargo	Shedinja x6	Kaminko's house
•12	Heracross Bide-a-thon	Heracross	Swellow	Phenac City
13	What Is Porygon Anyway?	Porygon	Spinda	Realgam Tower (1,000)
•14	Whomp That Wobbuffet!	Skitty/Roselia	Wobbuffet	Agate Village
•15	A Salute to Meteorologists	Castform	Torkoal/Shedinja/Gyarados	Phenac City
•16	Slowpoke Family Feud	Sharpedo/Misdreavus	Slowpoke/Slowbro/Slowking	Phenac City
17	The Rattata That Roared	Rattata	Shuckle	Realgam Tower (1,000)
•18	Farfetch'd Substitute	Nincada	Farfetch'd	*S.S. Libra*
•19	Volcanic Reaction	Rhydon/Golem/Swellow/Flareon	Muk/Manectric/Gengar	Phenac City
20	Let Slip the Houndoom!	Salamence/Dusclops/Houndoom	Wobbuffet/Banette/Wynaut	Phenac City
•21	Focus Punch Face-Off!	Breloom/Clefable	Swellow/Meowth/Mankey	Pyrite Town
•22	Banette and Plusle	Banette/Plusle	Gyarados/Zangoose	Pyrite Town
•23	Aerodactyl vs. Kyogre	Aerodactyl	Kyogre	Kaminko's house
•24	Batter Down Protection!	Manectric/Plusle/Ninetales	Scizor/Hitmonlee/Muk	Pyrite Town
25	Vigoroth Twosome!	Vigoroth x2	Ninjask/Clefable/Ursaring	Realgam Tower (1,000)
26	A Slaking Pair	Slaking x2/Exploud	Kecleon/Blissey/Dusclops	Realgam Tower (1,000)
•27	Big Bang, Sorry	Porygon2/Hitmonlee	Graveler/Dusclops	Phenac City
•28	Bomb Squad	Feraligatr/Furret	Ariados/Xatu/Electrode/Psyduck	Phenac City
•29	Madcap Magikarp!	Smeargle/Spheal/Poliwhirl	Magikarp x3	Kaminko's house
30	Shedinja and Raticate	Shedinja/Raticate	Meditite/Medicham	Realgam Tower (1,000)
•31	Donphan Doldrums	Donphan/Starmie/Blaziken/Electrode/Ninetales/Metagross	Magneton/Rhydon/Manectric/Magcargo/Aggron/Victreebel	Citadark Isle
• 32	Survive Big Booms!	Chikorita/Cyndaquil/Totodile	Smoochum/Elekid/Magby	Phenac City
•33	Cutie Pokémon Concerto Side A	Smoochum/Elekid/Magby	Chikorita/Cyndaquil/Totodile	Pokémon HQ Lab
34	Cutie Pokémon Concerto Side B	Cleffa/Togepi	Geodude/Machop	Realgam Tower (1,000)
•35	Metronome Cup	Linoone/Alakazam/Dusclops/Aggron	Gengar/Electrode/Shedinja/Shuckle	Phenac City
•36	The King of Fighting Types Side A	Blaziken/Breloom/Machamp	Poliwrath/Hitmonchan/Hariyama	Pyrite Town
37	The King of Fighting Types Side B	Poliwrath/Hitmonchan/Hariyama	Blaziken/Breloom/Machamp	Realgam Tower (1,000)
•38	Fossil Fandango Side A	Lileep/Anorith/Cradily/Armaldo	Omastar/Kabutops/Omanyte/Kabuto	Pyrite Town
39	Fossil Fandango Side B	Omastar/Kabutops/Omanyte/Kabuto	Lileep/Anorith/Cradily/Armaldo	Realgam Tower (1,000)
•40	Kanto vs. Hoenn Side A	Venusaur/Charizard/Blastoise	Sceptile/Blaziken/Swampert	Pyrite Town
41	Kanto vs. Hoenn Side B	Sceptile/Blaziken/Swampert	Venusaur/Charizard/Blastoise	Realgam Tower (1,000)
•42	Articuno, Zapdos, & Moltres Side A	Suicune/Entei/Raikou	Zapdos/Moltres/Articuno	Cipher Lab
43	Articuno, Zapdos, & Moltres Side B	Zapdos/Moltres/Articuno	Raikou/Entei/Suicune	Realgam Tower (1,000)
•44	Regirock, Regice, & Registeel Side A	Raikou/Entei/Suicune	Regirock/Regice/Registeel	Phenac City
45	Regirock, Regice, & Registeel Side B	Regirock/Regice/Registeel	Raikou/Entei/Suicune	Realgam Tower (1,000)
•46	Operation Zero	Eevee/Vaporeon/Jolteon/Flareon/Umbreon/Espeon	Mew	Citadark Isle
•47	The Ultimate! Latias & Latios Side A	Lugia/Ho-Oh	Latias/Latios	Cipher Key Lair
48	The Ultimate! Latias & Latios Side B	Latias/Latios	Lugia/Ho-Oh	Realgam Tower (1,000)
•49	Legendary Pokémon Challenge 1	Jumpluff/Ninjask	Groudon/Shiftry	Kaminko's house
•50	Legendary Pokémon Challenge 2	Quagsire/Lanturn	Kyogre/Kingdra	Kaminko's house

• These Battle CDs cannot be found until Phenac City has been freed.
• These Battle CDs cannot be found until the Cipher Key Lair has been cleared.
• These Battle CDs cannot be found until you have upgraded your scooter.
• These Battle CDs cannot be found until your first encounter with Team Snagem.
• This Battle CD cannot be found until you've visited Citadark Isle once.
• This Battle CD cannot be found until you have defeated Cipher.
* Note that some Battle CDs in Realgam Tower will appear at the shop after you have completed certain other Battle CDs. To see which Battle CDs unlock others, see page 101.
Cost in Poké Dollars is listed by location.

TECHNICAL MACHINES (TMs)

TM	ABILITY	LOCATION	PRICE
01	Focus Punch	Battle CD 21	–
02	Dragon Claw	Orre Colosseum	–
03	Water Pulse	Mt. Battle	–
04	Calm Mind	Mt. Battle	–
05	Roar	Pyrite Colosseum	–
06	Toxic	Orre Colosseum	–
07	Hail	–	–
08	Bulk Up	Mt. Battle	–
09	Bullet Seed	Agate Village	–
10	Hidden Power	Realgam Tower	3,000
11	Sunny Day	Battle CD 49	–
12	Taunt	Pyrite Colosseum	–
13	Ice Beam	Phenac Stadium	4,000*
14	Blizzard	Realgam Tower	5,500
15	Hyper Beam	Realgam Tower	7,500
16	Light Screen	Realgam Tower	3,000
17	Protect	Realgam Tower	3,000
18	Rain Dance	Battle CD 50	–
19	Giga Drain	Realgam Colosseum	–
20	Safeguard	Realgam Tower	3,000
21	Frustration	–	–
22	Solarbeam	Realgam Colosseum	–
23	Iron Tail	Realgam Colosseum	–
24	Thunderbolt	Cipher Key Lair	4,000*
25	Thunder	Realgam Tower	5,500
26	Earthquake	Cipher Key Lair	–
27	Return	Orre Colosseum	–
28	Dig	–	–
29	Psychic	Snagem Hideout	3,500*
30	Shadow Ball	Snagem Hideout	4,500*
31	Brick Break	Pyrite Colosseum	–
32	Double Team	Phenac City	–
33	Reflect	Realgam Tower	3,000
34	Shock Wave	Mt. Battle	–
35	Flamethrower	*S.S. Libra*	4,000*
36	Sludge Bomb	Orre Colosseum	–
37	Sandstorm	–	–
38	Fire Blast	Realgam Tower	5,500
39	Rock Tomb	Mt. Battle	–
40	Aerial Ace	Mt. Battle	–
41	Torment	Pyrite Colosseum	–
42	Facade	Mt. Battle	–
43	Secret Power	–	–
44	Rest	Orre Colosseum	–
45	Attract	Gateon Port	–
46	Thief	–	–
47	Steel Wing	Orre Colosseum	–
48	Skill Swap	Orre Colosseum	–
49	Snatch	Realgam Colosseum	–
50	Overheat	Mt. Battle	–

*You can aquire the TM only by using Poké Coupon points.

LEARNED MOVES

ABILITY	CONDITION
Body Slam	After receiving the Music Disc at Phenac City
Double-Edge	After stepping into the Cipher Key Lair
Dream Eater	After stepping into Pyrite Town
Icy Wind	After stepping into Pyrite Town
Mimic	Available from the beginning
Nightmare	After receiving the Music Disc at Phenac City
Seismic Toss	Available from the beginning
Selfdestruct	After stepping into Citadark Isle
Sky Attack	After receiving the information about the Snagem Hideout
Substitute	After stepping into Pyrite Town
Swagger	After receiving the Music Disc at Phenac City
Thunder Wave	Available from the beginning

ABILITIES

ABILITY	DESCRIPTION
Air Lock	Prevents Pokémon from being affected by weather during battle
Arena Trap	Prevents foe from switching Pokémon or escaping; not effective against Flying-types and Pokémon with Levitate
Battle Armor	Helps Pokémon avoid critical hits
Blaze	Multiplies power of Pokémon's Fire-type attacks by 1.5 when its HP falls below 1/3 its maximum
Chlorophyll	Doubles a Pokémon's Speed when sunlight is strong
Clear Body	Prevents an opponent's move from lowering your Pokémon's stats
Cloud Nine	Prevents weather influence on all Pokémon in battle
Color Change	Changes Pokémon's type to match type of a move that hits it
Compoundeyes	Increases accuracy 30%
Cute Charm	Attracts opponent Pokémon 30% of the time when opponent strikes
Damp	Prevents all Pokémon in battle from using Selfdestruct and Explosion
Drizzle	Changes weather to rain during battle
Drought	Changes weather to strong sunlight during battle
Early Bird	Causes Pokémon to wake earlier from Sleep conditions
Effect Spore	Afflicts opponent Pokémon with a Poison, Paralyze or Sleep condition 10% of the time when it attacks Pokémon directly
Flame Body	Afflicts opponent Pokémon with a Burn condition 30% of the time when it attacks Pokémon directly

ABILITIES contd.

ABILITY	DESCRIPTION
Flash Fire	Prevents damage from Fire-type attacks and increases power of Pokémon's Fire-type attacks
Forecast	Changes Pokémon to a form and type that's connected to weather (strong sunlight=Fire-type, rain=Water-type, Hail=Ice-type)
Guts	Multiplies power of Pokémon's attacks by 1.5 when it has a status condition
Huge Power	Increases power of Pokémon's attacks, but the effect is reduced by half when its ability is changed (e.g., Skill Swap)
Hustle	Multiplies power of Pokémon's attacks by 1.5, but its Accuracy is reduced to 80% of normal
Hyper Cutter	Prevents effects that reduce the Pokémon's attack power
Illuminate	No effect in Pokémon XD
Immunity	Prevents Pokémon from getting a Poison condition
Inner Focus	Prevents Pokémon from flinching
Insomnia	Prevents Pokémon from getting a Sleep condition
Intimidate	Reduces the opponent's attack power
Keen Eye	Protects Pokémon from Accuracy reduction
Levitate	Prevents Pokémon from getting struck by Ground-type attacks
Lightningrod	Draws Electric-type attacks away from partner to Pokémon when it's in a two-on-two battle
Limber	Prevents Pokémon from getting a Paralyze condition
Liquid Ooze	Causes damage when opponent Pokémon absorbs its HP
Magma Armor	Prevents Pokémon from getting a Freeze condition
Magnet Pull	Prevents Steel-type opponents from escaping
Marvel Scale	Multiplies defense by 1.5 when it has a status condition
Minus	Multiplies Special Attack by 1.5 when a positively charged Pokémon is also in battle
Natural Cure	Cures a Pokémon's status condition when the Pokémon is withdrawn from battle
Oblivious	Prevents Pokémon from becoming attracted
Overgrow	Multiplies power of Grass-type attacks by 1.5 when its HP falls below 1/3 its maximum
Own Tempo	Prevents Pokémon from getting a Confuse condition
Pickup	Picks up items from opponent Pokémon while in battle
Plus	Multiplies Special Attack power by 1.5 when a negatively charged Pokémon is also in battle
Poison Point	Afflicts opponent Pokémon with a Poison condition 30% of the time when it attacks Pokémon directly
Pressure	Reduces opponent Pokémon's PP by two every time it damages Pokémon
Pure Power	Increases power of Pokémon's attacks, but the effect is reduced by half when the ability is changed (e.g., Skill Swap)
Rain Dish	Recovers HP in every turn when it's raining during battle
Rock Head	Prevents Pokémon from incurring damage when it uses Submission, Take Down or Double-Edge
Rough Skin	Causes opponent's HP to decrease when opponent attacks Pokémon directly
Run Away	No effect in Pokémon XD
Sand Stream	Summons a sandstorm during battle
Sand Veil	Allows Pokémon to evade moves more easily during sandstorms
Serene Grace	Doubles the chance that any attack's secondary effects will work
Shadow Tag	Prevents foe from changing Pokémon or escaping
Shed Skin	Gives a Pokémon a 30% chance of curing its status conditions every turn
Shell Armor	Prevents Pokémon from critical hits
Shield Dust	Shields Pokémon from the additional effects from moves
Soundproof	Frees Pokémon from Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic and Uproar
Speed Boost	Increases Pokémon's Speed every turn
Static	Afflicts opponent Pokémon with a Paralyze condition 30% of the time when it attacks Pokémon directly
Stench	No effect in Pokémon XD
Sticky Hold	Prevents opponent Pokémon from stealing an item
Sturdy	Shields Pokémon from attacks that knock out the Pokémon in one hit
Suction Cups	Prevents Pokémon from swapping out when the opponent Pokémon uses Whirlwind or Roar
Swarm	Multiplies power of Bug-type attacks by 1.5 when its HP falls below 1/3 its maximum
Swift Swim	Doubles the Pokémon's Speed when it's raining in battle
Synchronize	Causes opponent Pokémon that inflicts a Poison, Paralyze or Burn condition to receive the same condition
Thick Fat	Reduces damage by half when Pokémon is attacked by Fire- or Ice-type attacks
Torrent	Multiplies power of Water-type attacks by 1.5 when its HP falls below 1/3 its maximum
Trace	Duplicates ability that opponent Pokémon has
Truant	Causes Pokémon to make its move only every other turn (can act only every other turn)
Vital Spirit	Prevents Pokémon from getting a Sleep condition
Volt Absorb	Restores Pokémon's HP when Pokémon is attacked by Electric-type attacks
Water Absorb	Restores Pokémon's HP when Pokémon is attacked by Water-type attacks
Water Veil	Prevents Pokémon from getting a Burn condition
White Smoke	Prevents opponent's moves from reducing Pokémon's stats
Wonder Guard	Prevents all damage except from "super effective" hits

NATURES

A Pokémon's nature affects the growth of its skills as well as its stats. In Story mode, it also impacts which purification Methods are the most effective.

NATURE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED
Adamant	Rises quickly		Rises slowly		
Bashful					
Bold	Rises slowly	Rises quickly			
Brave	Rises quickly				Rises slowly
Calm	Rises slowly			Rises quickly	
Careful			Rises slowly	Rises quickly	
Docile					
Gentle		Rises slowly		Rises quickly	
Hardy					
Hasty		Rises slowly			Rises quickly
Impish		Rises quickly	Rises slowly		
Jolly			Rises slowly		Rises quickly
Lax		Rises quickly		Rises slowly	
Lonely	Rises quickly	Rises slowly			
Mild		Rises slowly	Rises quickly		
Modest	Rises slowly		Rises quickly		
Naive				Rises slowly	Rises quickly
Naughty	Rises quickly			Rises slowly	
Quiet			Rises quickly		Rises slowly
Quirky					
Rash			Rises quickly	Rises slowly	
Relaxed		Rises quickly			Rises slowly
Sassy				Rises quickly	Rises slowly
Serious					
Timid	Rises slowly				Rises quickly



BATTLE MOVES

PP=Power Points

AC=Accuracy

BA=Basic Attack Power

Physical Attacks

Special Attacks

2 on 2 Battle Range:
- **1** = Move is effective against one foe or partner.
- **2** = Move is effective against both foes at once.
- **3** = Move is effective against both foes and partner at once.
- **4** = Move is effective on all Pokémon on the field.
- **F** = Move is effective on both friendly Pokémon in the field.
- **S** = Move is effective on only the Pokémon that executes the move.
- **R** = Move takes effect on random Pokémon chosen from both foes and partner.

DA = Moves marked as direct attacks trigger the effects of some abilities, such as Rough Skin, that react to certain kinds of physical contact.

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Absorb	GRS	20	100	20	1		Restores HP equal to half the damage caused to foe

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Absorb	GRS	20	100	20	1		Restores HP equal to half the damage caused to foe
Acid	PSN	40	100	30	2		Has 10% chance of lowering foe's Defense by 1 level
Acid Armor	PSN	-	-	40	S		Raises Defense by 2 levels
Aerial Ace (TM 40)	FLY	60	-	20	1	=	Hits foe unavoidably
Aeroblast	FLY	100	95	5	1		Has a high chance for a critical hit
Agility	PSY	-	-	30	S		Raises Pokémon's Speed by 2 levels
Air Cutter	FLY	55	95	25	2		High chance for a critical hit
Amnesia	PSY	-	-	20	S		Raises Special Defense by 2 levels
Ancientpower	RCK	60	100	5	1	=	Has 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed 1 level
Arm Thrust	FTG	15	100	20	1	=	Attacks 2-5 times per turn
Aromatherapy	GRS	-	-	5	F		Heals all critical conditions of all Pokémon in party
Assist	NRM	-	100	20	-		Uses a random move of a Pokémon not in battle
Astonish	GHO	30	100	15	1	=	Has 30% chance of causing Flinch
Attract (TM 45)	NRM	-	100	15	1		Causes foe of opp. gender to become attracted (50% chance can't move each turn)
Aurora Beam	ICE	65	100	20	1		Has 10% chance of lowering foe's Attack one level
Barrage	NRM	15	85	20	1		Attacks 2-5 times per turn
Barrier	PSY	-	-	30	S		Raises Defense by two levels
Baton Pass	NRM	-	-	40	S		Can switch Pokémon with another, passing on many status/skill changes
Beat Up	DRK	10	100	10	1		Attacks opponent a number of times equal to your number of healthy Pokémon
Belly Drum	NRM	-	-	10	S		Decreases HP by 50% and increases Attack to maximum possible
Bide	NRM	-	100	10	S	=	Doubles damage received while waiting 2 turns and inflicts it on foe
Bind	NRM	15	75	20	1	=	Damages foe for 2-5 turns; foe can't escape until completed
Bite	DRK	60	100	25	1	=	Has 30% chance of causing Flinch
Blast Burn	FIRE	150	90	5	1		Causes massive damage but forfeits attacker's next move; cures Freeze condition of target
Blaze Kick	FIRE	85	90	10	1	=	Has a high chance for a critical hit; 10% chance of causing Burn; cures Freeze condition of target
Blizzard (TM 14)	ICE	120	70	5	2		Has 10% chance of causing Freeze
Block	NRM	-	100	5	1		Prevents foe from switching and escaping during battle
Body Slam	NRM	85	100	15	1	=	Has 30% chance of causing Paralyze
Bone Club	GRD	65	85	20	1		Has 10% chance of causing Flinch
Bone Rush	GRD	25	80	10	1		Attacks 2-5 times per turn
Bonemerang	GRD	50	90	10	1		Attacks twice per turn
Bounce	FLY	85	85	5	1	=	Helps Pokémon avoid attack on 1st turn then strike on 2nd; 30% chance of causing Paralyze
Brick Break (TM 31)	FTG	75	100	15	1	=	Shatters foe's Reflect and Light Screen protection
Bubble	WTR	20	100	30	2		Has 10% chance of reducing foe's Speed 1 level
Bubblebeam	WTR	65	100	20	1		Has 10% chance of reducing foe's Speed 1 level
Bulk Up (TM 08)	FTG	-	-	20	S		Raises Attack and Defense by 1 level
Bullet Seed (TM 09)	GRS	10	100	30	1		Attacks 2-5 times per turn
Calm Mind (TM 04)	PSY	-	-	20	S		Raises Sp. Attack and Sp. Defense 1 level
Camouflage	NRM	-	100	20	S		Changes Pokémon's type (grass, Grass; sand, Ground; water, Water; caves, Rock; other, Normal)
Charge	ELC	-	100	20	S		Doubles power of the Electric-type move that's used next
Charm	NRM	-	100	20	1		Lowers foe's Attack by 2 levels
Clamp	WTR	35	75	10	1	=	Damages foe for 2-5 turns; foe can't escape until completed
Comet Punch	NRM	18	85	15	1	=	Attacks 2-5 times per turn

BATTLE MOVES contd.

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Confuse Ray	GHO	-	100	10	1		Causes foe to have Confuse status
Confusion	PSY	50	100	25	1		Has 10% chance of causing Confuse status
Constrict	NRM	10	100	35	1	=	Has 10% chance of lowering foe's Speed
Conversion	NRM	-	-	30	S		Changes Pokémon's type into one of its attack types
Conversion 2	NRM	-	100	30	S		Changes Pokémon's type into one that matches an attack type that its foe is weak against
Cosmic Power	PSY	-	-	20	S		Raises Defense and Sp. Defense 1 level
Cotton Spore	GRS	-	85	40	1		Lowers foe's Speed 2 levels
Counter	FTG	-	100	20	-	=	Attacks 2nd, doing x2 physical attack damage that foe did to Pokémon
Covet	NRM	40	100	40	1		Takes a foe's held item (if any)
Crabhammer	WTR	90	85	10	1	=	High chance for a critical hit
Cross Chop	FTG	100	80	5	1	=	High chance for a critical hit
Crunch	DRK	80	100	15	1	=	Has 20% chance of lowering foe's Sp. Defense 1 level
Crush Claw	NRM	75	95	10	1	=	Has 50% chance of lowering foe's Defense 1 level
Curse	?	-	-	10	1		Raises Att/Def 1 level but reduces Speed 1 level; halves GHO's HP and quarters foe's HP each turn
Cut (HM 01)	NRM	50	95	30	1	=	–
Defense Curl	NRM	-	-	40	S		Raises Defense 1 level
Destiny Bond	GHO	-	-	5	S		Causes foe to faint if Pokémon faints
Detect	FTG	-	-	5	S		Wards off foe moves for 1 turn; success falls if used consecutively
Dig (TM 28)	GRD	60	100	10	1	=	Helps Pokémon avoid attack on 1st turn then strike on 2nd
Disable	NRM	-	55	20	1		Disables foe's most recently used move for several turns
Dive (HM 08)	WTR	60	100	10	1	=	Helps Pokémon avoid attack on 1st turn then strike on 2nd
Dizzy Punch	NRM	70	100	10	1	=	Has 20% chance of causing Confuse status
Doom Desire	STL	120	85	5	1		Waits 2 turns then inflicts damage on foe on third turn
Double Kick	FTG	30	100	30	1	=	Attacks twice per turn
Double Team (TM 32)	NRM	-	-	15	S		Raises Evasiveness by 1 level
Double-Edge	NRM	120	100	15	1	=	Inflicts Pokémon with 1/3 damage inflicted on foe
Doubleslap	NRM	15	85	10	1	=	Attacks 2-5 times per turn
Dragon Claw (TM 02)	DRG	80	100	15	1	=	No extra effect beyond damaging foe
Dragon Dance	DRG	-	-	20	S		Raises Attack and Speed 1 level
Dragon Rage	DRG	-	100	10	1		Causes 40 points of damage regardless of other battle factors
Dragonbreath	DRG	60	100	20	1		Has 30% chance of causing Paralyze condition
Dream Eater	PSY	100	100	15	1		Damages foe and restores own HP equal to 1/2 inflicted damage, if foe has Sleep condition
Drill Peck	FLY	80	100	20	1	=	No extra effect beyond damaging foe
Dynamicpunch	FTG	100	50	5	1	=	Causes foe to have Confuse status
Earthquake (TM 26)	GRD	100	100	10	3		Inflicts twice the damage if foe is using Dig
Egg Bomb	NRM	100	75	10	1		No extra effect beyond damaging foe
Ember	FIRE	40	100	25	1		Has 10% chance of causing Burn; cures Freeze condition of target
Encore	NRM	-	100	5	1		Forces foe to repeat most recently used move for 3-6 turns
Endeavor	NRM	-	100	5	1	=	Inflicts damage equal to your foe's HP minus your HP
Endure	NRM	-	-	10	S		Keep 1 HP even if foe's next move would cause you to faint; success drops if used repeatedly
Eruption	FIRE	150	100	5	2		Inflicts less damage if your HP is lower
Explosion	NRM	250	100	5	3		Inflicts a massive amount of damage but causes you to faint
Extrasensory	PSY	80	100	30	1		Has 10% chance of causing Flinch
Extremespeed	NRM	80	100	5	1	=	Causes you to move first in turn; if both use it, the higher Speed prevails
Facade (TM 42)	NRM	70	100	20	1	=	Doubles Attack if you have a Poison, Paralyze or Burn condition
Faint Attack	DRK	60	-	20	1		Will always strike foe successfully
Fake Out	NRM	40	100	10	1		Causes Flinch, but move causes its damage and effect only on the first turn
Fake Tears	DRK	-	100	20	1		Lowers foe's Sp. Defense 2 levels
False Swipe	NRM	40	100	40	1	=	Leaves foe with 1 HP even if move would normally cause foe to Faint
Featherdance	FLY	-	100	15	1		Lowers foe's Attack 2 levels
Fire Blast (TM 38)	FIRE	120	85	5	1		Has 10% chance of causing Burn; cures Freeze condition of target
Fire Punch	FIRE	75	100	15	1		Has 10% chance of causing Burn; cures Freeze condition of target
Fire Spin	FIRE	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Fissure	GRD	-	30	5	1		Causes foe to Faint; the lower foe's level is than yours, the better AC becomes; can't hit higher
Flail	NRM	-	100	15	1	=	Inflicts higher damage if your HP is lower
Flame Wheel	FIRE	60	100	25	1	=	Has 10% chance of causing Burn; can use even if attacker has a Freeze condition; cures Freeze condition of target

BATTLE MOVES contd.

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Flamethrower (TM 35)	FIRE	95	100	15	1		Has 10% chance of causing Burn; cures Freeze condition of target
Flash (HM 05)	NRM	-	70	20	1		Lowers foe's Accuracy 1 level
Flatter	DRK	-	100	15	1		Causes foe to become Confused and raises foe's Sp. Attack 1 level
Fly (HM 02)	FLY	70	95	15	1	=	Helps Pokémon avoid attack on 1st turn then strike on 2nd
Focus Energy	NRM	-	-	30	S		Has a high chance for a critical hit
Focus Punch (TM 01)	FTG	150	100	20	1	=	Causes you to move last in turn and Flinch if foe's move connects
Follow Me	NRM	-	100	20	S		Pokémon moves first and draws all attacks to itself during a 2-on-2 battle
Foresight	NRM	-	100	40	1		Returns foe's Evasiveness to normal; exposes Ghost-types to Normal- and Fighting-type attacks
Frenzy Plant	GRS	150	90	5	1		Causes massive damage but forfeits attacker's next move
Frustration (TM 21)	NRM	-	100	20	1	=	Inflicts higher damage if your Pokémon likes its Trainer less
Fury Attack	NRM	15	85	20	1	=	Attacks 2-5 times per turn
Fury Cutter	BUG	10	95	20	1	=	Doubles damage from Fury Cutter's use in previous turn (if it hit foe)
Fury Swipes	NRM	18	80	15	1	=	Attacks 2-5 times per turn
Future Sight	PSY	80	90	15	1		Waits 2 turns then inflicts damage on foe on third turn
Giga Drain (TM 19)	GRS	60	100	5	1		Damages foe and restores own HP equal to 1/2 inflicted damage
Glare	NRM	-	75	30	1		Causes Paralyze condition
Grasswhistle	GRS	-	55	15	1		Causes Sleep condition
Growl	NRM	-	100	40	2		Lowers foe's Attack by 1 level
Growth	NRM	-	-	40	S		Raises Sp. Attack 1 level
Grudge	GHO	-	100	5	S		Eliminates all PP from move that causes you to Faint in battle
Guillotine	NRM	-	30	5	1	=	Causes foe to Faint; the lower foe's level is than yours, the better AC becomes; can't hit higher
Gust	FLY	40	100	35	1		Inflicts double damage if foe is using Fly or Bounce
Hail (TM 07)	ICE	-	-	10	4		Changes weather to hail, which damages non-Ice-type foes for 5 turns
Harden	NRM	-	-	30	S		Raises Defense 1 level
Haze	ICE	-	-	30	S		Returns your and foe's stats to normal
Headbutt	NRM	70	100	15	1	=	Has 30% chance of causing Flinch
Heal Bell	NRM	-	-	5	F		Heals all critical conditions of all Pokémon in party
Heat Wave	FIRE	100	90	10	2		Has 10% chance of causing Burn; cures Freeze condition of target
Helping Hand	NRM	-	100	20	S		Raises power of partner's move in 2-on-2 battle
Hi Jump Kick	FTG	85	90	20	1	=	Inflicts 1/2 of possible damage if attack doesn't strike foe
Hidden Power (TM 10)	NRM	-	100	15	1		Has type and effect that vary with the Pokémon that uses it
Horn Attack	NRM	65	100	25	1	=	No extra effect beyond damaging foe
Horn Drill	NRM	-	30	5	1	=	Causes foe to Faint; the lower foe's level is than yours, the better AC becomes; can't hit higher
Howl	NRM	-	-	40	S		Raises Attack 1 level
Hydro Cannon	WTR	150	90	5	1		Causes massive damage but forfeits attacker's next move
Hydro Pump	WTR	120	85	5	1		No extra effect beyond damaging foe
Hyper Beam (TM 15)	NRM	150	90	5	1		Causes massive damage but forfeits next move
Hyper Fang	NRM	80	90	15	1	=	Has 10% chance of causing Flinch
Hyper Voice	NRM	90	100	10	2		No extra effect beyond damaging foe
Hypnosis	PSY	-	60	20	1		Causes Sleep condition
Ice Ball	ICE	30	90	20	1	=	Repeats 5 turns unless misses; damages more each turn; x2 damage after using Defense Curl
Ice Beam (TM 13)	ICE	95	100	10	1		Has 10% chance of causing Freeze
Ice Punch	ICE	75	100	15	1	=	Has 10% chance of causing Freeze
Icicle Spear	ICE	10	100	30	1		Attacks 2-5 times per turn
Icy Wind	ICE	55	95	15	2		Lowers foe's Speed 1 level
Imprison	PSY	-	100	10	2		Prevents foe from using the four moves Pokémon knows
Ingrain	GRS	-	100	20	S		Restores some HP each turn but Pokémon can't switch out
Iron Defense	STL	-	-	15	S		Raises Defense 2 levels
Iron Tail (TM 23)	STL	100	75	15	1	=	Has 30% chance of lowering foe's Defense 2 levels
Jump Kick	FTG	70	95	25	1	=	Inflicts 1/2 of possible damage if attack doesn't strike foe
Karate Chop	FTG	50	100	25	1	=	Has a high chance for a critical hit
Kinesis	PSY	-	80	15	1		Lowers foe's Accuracy 1 level
Knock Off	DRK	20	100	20	1	=	Takes a foe's held item (if any) and returns it when battle ends
Leaf Blade	GRS	70	100	15	1	=	Has a high chance for a critical hit
Leech Life	BUG	20	100	15	1	=	Damages foe and restores own HP equal to 1/2 inflicted damage
Leech Seed	GRS	-	90	10	1		Siphons foe's HP into your HP every turn; effect persists if you switch out

BATTLE MOVES contd.

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Leer	NRM	-	100	30	2		Lowers foe's Defense 1 level
Lick	GHO	20	100	30	1	=	Has 30% chance of causing Paralyze
Light Screen (TM 16)	PSY	-	-	30	S		Halves damage from foes' special attacks for 5 turns; effect persists if you switch out
Lock-On	NRM	-	100	5	1		Causes next move always to hit successfully
Lovely Kiss	NRM	-	75	10	1		Causes Sleep condition
Low Kick	FTG	-	100	20	1	=	Inflicts higher damage if your foe's weight is heavier
Luster Purge	PSY	70	100	5	1		Has 50% chance of lowering foe's Sp. Defense 1 level
Mach Punch	FTG	40	100	30	1	=	Causes you to move first in turn; if both use it, the higher Speed prevails
Magic Coat	PSY	-	100	15	-		Reflects Leech Seed and moves that cause Poison, Paralyze, Sleep and Confuse back at attacker
Magical Leaf	GRS	60	-	20	1		Will always strike foe successfully
Magnitude	GRD	-	100	30	3		Bases damage on random power (10, 30, 50, 70, 90, 110 or 150); damage doubled if opponent is using Dig
Mean Look	NRM	-	100	5	1		Prevents foe from escaping or switching while you remain on field
Meditate	PSY	-	-	40	S		Raises Attack by 1 level
Mega Drain	GRS	40	100	10	1		Damages foe and restores own HP equal to 1/2 inflicted damage
Mega Kick	NRM	120	75	5	1	=	No extra effect beyond damaging foe
Mega Punch	NRM	80	85	20	1	=	No extra effect beyond damaging foe
Megahorn	BUG	120	85	10	1	=	No extra effect beyond damaging foe
Memento	DRK	-	100	10	1		Lowers foe's Attack and Sp. Attack 2 levels but you Faint in battle
Metal Claw	STL	50	95	35	1	=	Has 10% chance of raising Attack 1 level
Metal Sound	STL	-	85	40	1		Lowers foe's Sp. Defense 2 levels
Meteor Mash	STL	100	85	10	1	=	Has 20% chance of raising Attack 1 level
Metronome	NRM	-	-	10	S		Uses a random move from entire repertoire of all Pokémon moves
Milk Drink	NRM	-	-	10	S		Restores half of Pokémon's maximum HP; out of battle, splits 1/5 of its HP among your other Pokémon
Mimic	NRM	-	100	10	1		Adds foe's last move to Pokémon move repertoire (effect remains while in battle)
Mind Reader	NRM	-	100	5	1		Causes next move always to hit successfully
Minimize	NRM	-	-	20	S		Raises Evasiveness 1 level
Mirror Coat	PSY	-	100	20	-		Attacks 2nd, doing x2 special attack damage that foe did to Pokémon
Mirror Move	FLY	-	-	20	-		Uses same move that foe used
Mist	ICE	-	-	30	F		Prevents stat reduction
Mist Ball	PSY	70	100	5	1		Has 50% chance of lowering foe's Sp. Attack
Moonlight	NRM	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Morning Sun	NRM	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Mud Shot	GRD	55	95	15	1		Lowers foe's Speed 1 level
Mud Sport	GRD	-	100	15	4		Lowers power of all Electric-type attacks while Pokémon is on field
Muddy Water	WTR	95	85	10	2		Has 30% chance of lowering foe's Accuracy 1 level
Mud-Slap	GRD	20	100	10	1		Lowers foe's Accuracy 1 level
Nature Power	NRM	-	95	20	-		Changes to a different move based on terrain Pokémon is in
Needle Arm	GRS	60	100	15	1	=	Has 30% chance of causing Flinch
Night Shade	GHO	-	100	15	1		Causes damage equal to Pokémon's level regardless of other battle factors
Nightmare	GHO	-	100	15	1		Reduces foe HP every turn, works only when opponent is asleep
Octazooka	WTR	65	85	10	1		Has 50% chance of lowering foe's Accuracy 1 level for all moves
Odor Sleuth	NRM	-	100	40	1		Returns foe's Evasiveness to normal; exposes Ghost-types to Normal-type moves
Outrage	DRG	90	100	15	R	=	Repeats 2-3 turns; you'll get a Confuse status when attacks are completed
Overheat (TM 50)	FIRE	140	90	5	1	=	Causes massive damage but lowers your Sp. Attack 2 levels
Pain Split	NRM	-	100	20	1		Combines attacker's HP with opponent's HP and splits total between both
Pay Day	NRM	40	100	20	1		Results in post-battle payoff; final payoff= (attacker's level) x (number of attacks) x 2
Peck	FLY	35	100	35	1	=	No extra effect beyond damaging foe
Perish Song	NRM	-	-	5	4		Causes you and foe to Faint after 3 turns; switch out to prevent effect on Pokémon in your team
Petal Dance	GRS	70	100	20	R	=	Repeats 2-3 turns; you'll get a Confuse status when attacks are completed
Pin Missile	BUG	14	85	20	1		Attacks 2-5 times per turn
Poison Fang	PSN	50	100	15	1	=	Has 30% chance of causing Poison
Poison Gas	PSN	-	55	40	1		Causes Poison condition
Poison Sting	PSN	15	100	35	1		Has 30% chance of causing Poison
Poison Tail	PSN	50	100	25	1	=	High chance of critical hit; 10% chance of causing Poison
Poisonpowder	PSN	-	75	35	1		Causes Poison condition
Pound	NRM	40	100	35	1	=	No extra effect beyond damaging foe

BATTLE MOVES contd.

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Powder Snow	ICE	40	100	25	2		Has 10% chance of causing Freeze
Present	NRM	-	90	15	1		Causes damage randomly (40, 80 or 120 points) or restores defender's HP by 1/4
Protect (TM 17)	NRM	-	-	10	S		Wards off foe moves for 1 turn; success falls if used consecutively
Psybeam	PSY	65	100	20	1		Has 10% chance of causing Confuse status
Psych Up	NRM	-	-	10	1		Duplicates foe's stat modifications
Psychic (TM 29)	PSY	90	100	10	1		Has 10% chance of lowering foe's Sp. Defense 1 level
Psycho Boost	PSY	140	90	5	1		Causes massive damage but lowers attacker's Sp. Attack 2 levels
Psywave	PSY	-	80	15	1		Bases damage on random multiplier (0.5 to 1.5) times your level
Pursuit	DRK	40	100	20	1	=	Inflicts double damage if foe is withdrawn during turn
Quick Attack	NRM	40	100	30	1	=	Causes you to move first in turn; if both use it, the higher Speed prevails
Rage	NRM	20	100	20	1	=	Increases damage for next use if you're hit and you use it consecutively
Rain Dance (TM 18)	WTR	-	-	5	S		Changes weather to rain for 5 turns, which raises power of Water-type moves
Rapid Spin	NRM	20	100	40	1	=	Frees you from foe's Bind, Wrap, Leech Seed and Spikes
Razor Leaf	GRS	55	95	25	2		Has a high chance for a critical hit
Razor Wind	NRM	80	100	10	2		Prepares attack on 1st turn then attempts strike on 2nd; has a high chance for a critical hit
Recover	NRM	-	-	20	S		Restores half of Pokémon's maximum HP
Recycle	NRM	-	100	10	S		Reuses an item that has been used earlier in battle
Reflect (TM 33)	PSY	-	-	20	F		Halves physical attack damage to your team for 5 turns
Refresh	NRM	-	100	20	S		Heals Poison, Paralyze and Burn conditions
Rest (TM 44)	PSY	-	-	10	S		Restores all HP, then puts Pokémon to sleep for next 2 turns
Return (TM 27)	NRM	-	100	20	1	=	Inflicts higher damage if your Pokémon likes you more
Revenge	FTG	60	100	10	1	=	Increases damage for next use if Pokémon is hit
Reversal	FTG	-	100	15	1	=	Inflicts higher damage if your HP is lower
Roar (TM 05)	NRM	-	100	20	1		Ends battle with wild Pokémon; forces random foe switch in Trainer battle
Rock Blast	RCK	25	80	10	1		Attacks 2-5 times per turn
Rock Slide	RCK	75	90	10	2		Has 30% chance of causing Flinch
Rock Smash (HM 06)	FTG	20	100	15	1	=	Has 50% chance of lowering foe's Defense by 1 level
Rock Throw	RCK	50	90	15	1		No extra effect beyond damaging foe
Rock Tomb (TM 39)	RCK	50	80	10	1		Lowers foe's Speed 1 level
Role Play	PSY	-	100	10	1		Copies foe's ability
Rolling Kick	FTG	60	85	15	1	=	Has 30% chance of causing Flinch
Rollout	RCK	30	90	20	1	=	Repeats 5 turns unless misses; damages more each turn; x2 damage after using Defense Curl
Sacred Fire	FIRE	100	95	5	1		Has 50% chance of causing Burn; can use even if attacker has a Freeze condition; cures Freeze condition of target
Safeguard (TM 20)	NRM	-	-	25	F		Prevents all critical conditions to team for 5 turns
Sand Tomb	GRD	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Sand-Attack	GRD	-	100	15	1		Lowers foe's Accuracy 1 level
Sandstorm (TM 37)	RCK	-	-	10	S		Changes weather to sandstorm for 5 turns, which damages all but Rock-, Steel- & Ground-types
Scary Face	NRM	-	90	10	1		Lowers foe's Speed 2 levels
Scratch	NRM	40	100	35	1	=	No extra effect beyond damaging foe
Screech	NRM	-	85	40	1		Lowers foe's Defense 2 levels
Secret Power (TM 43)	NRM	70	100	20	1		Has 30% chance of a 2nd effect based on terrain you're in
Seismic Toss	FTG	-	100	20	1	=	Causes damage equal to your level regardless of other battle factors
Selfdestruct	NRM	200	100	5	3		Inflicts a massive amount of damage but causes you to faint
Shadow Ball (TM 30)	GHO	80	100	15	1		Has 20% chance of lowering foe's Sp. Defense 1 level
Shadow Blast	-	80	100	-	1		A wicked blade of air formed using a shadowy aura
Shadow Blitz	-	40	100	-	1	=	A Pokémon throws this tackle while casting a shadowy aura
Shadow Bolt	-	75	100	-	1		A shadowy thunder attack that may cause Paralyze
Shadow Break	-	75	100	-	1	=	A shattering ram attack with a shadowy aura
Shadow Chill	-	75	100	-	1		A shadowy ice attack that may cause Freeze
Shadow Down	-	-	100	-	2		A shadowy aura sharply cuts the foe's Defense
Shadow End	-	120	60	-	1	=	A shadowy aura ram attack that also rebounds on the user
Shadow Fire	-	75	100	-	1		A shadowy fireball attack that may inflict Burn
Shadow Half	-	-	100	-	4		A shadowy aura's energy cuts everyone's HP by half
Shadow Hold	-	-	80	-	2		A shadowy aura descends to prevent fleeing
Shadow Mist	-	-	100	-	2		A shadowy aura sharply cuts foe's Evasiveness
Shadow Panic	-	-	60	-	2		A shadowy aura emanates to cause a Confuse condition

BATTLE MOVES contd.

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Shadow Punch	GHO	60	-	20	1	=	Will always strike foe successfully
Shadow Rave	-	70	100	-	2		A shadowy aura in the ground is used to launch spikes
Shadow Rush	-	55	100	-	1	=	A Pokémon executes a tackle while exuding a shadowy aura
Shadow Shed	-	-	100	-	2		A shadowy aura eliminates Reflect and other similar moves
Shadow Storm	-	95	100	-	2		A shadowy aura is used to whip up a vicious tornado
Shadow Sky	-		100	-	3		Darkness hurts all except Shadow Pokémon for 5 turns
Shadow Wave	-	50	100	-	2		Shadowy aura waves are used to inflict damage
Sharpen	NRM	-	-	30	S		Raises Attack 1 level
Sheer Cold	ICE	-	30	5	1		Causes foe to Faint; the lower foe's level is than yours, the better AC becomes; can't hit higher
Shock Wave (TM 34)	ELC	60	-	20	1		Will always strike foe successfully
Signal Beam	BUG	75	100	15	1		Has 10% chance of causing Confuse status
Silver Wind	BUG	60	100	5	1		Has 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed 1 level
Sing	NRM	-	55	15	1		Causes Sleep condition
Sketch	NRM	-	-	1	1		Adds foe's last move to Pokémon move repertoire (effect remains after battle)
Skill Swap (TM 48)	PSY	-	100	10	1		Switches abilities with foe
Skull Bash	NRM	100	100	15	1	=	Raises Defense 1 level; prepares attack on 1st turn then attempts strike on 2nd
Sky Attack	FLY	140	90	5	1		Prepares attack on 1st turn then attempts strike on 2nd; has a 30% chance of causing Flinch
Sky Uppercut	FTG	85	90	15	1	=	Inflicts damage even if foe is using Fly
Slack Off	NRM	-	100	10	S		Restores half of your maximum HP
Slam	NRM	80	75	20	1	=	No extra effect beyond damaging foe
Slash	NRM	70	100	20	1	=	Has a high chance for a critical hit
Sleep Powder	GRS	-	75	15	1		Causes Sleep condition
Sleep Talk	NRM	-	-	10	-		Protects oneself by using moves randomly, if you have Sleep condition
Sludge	PSN	65	100	20	1		Has 30% chance of causing Poison
Sludge Bomb (TM 36)	PSN	90	100	10	1		Has 30% chance of causing Poison
Smellingsalt	NRM	60	100	10	1	=	Inflicts double damage on foes with Paralyze; then cures foe of Paralyze
Smog	PSN	20	70	20	1		Has 40% chance of causing Poison
Smokescreen	NRM	-	100	20	1		Lowers foe's Accuracy 1 level
Snatch (TM 49)	DRK	-	100	10	-		Steals and uses special effect (if any) from foe's move
Snore	NRM	40	100	15	1		Damages foe and has 30% chance of causing Flinch, if you have Sleep condition
Softboiled	NRM	-	100	10	S		Restores 1/2 of Pokémon's maximum HP
Solarbeam (TM 22)	GRS	120	100	10	1		Preps attack on 1st then attempts strike on 2nd; no wait if sunny weather; less powerful in rain
Sonicboom	NRM	-	90	20	1		Causes 20 pts. of damage regardless of other battle factors
Spark	ELC	65	100	20	1	=	Has 30% chance of causing Paralyze
Spider Web	BUG	-	100	10	1		Prevents foe from switching out during battle
Spike Cannon	NRM	20	100	15	1		Attacks 2-5 times per turn
Spikes	GRD	-	-	20	2		Damages foe that switches in; effect persists until battle is over; use again to increase damage
Spit Up	NRM	100	100	10	1		Inflicts damage by amount fueled by Stockpile power
Spite	GHO	-	100	10	1		Lowers PP of foe's last move 2 to 5 pts.
Splash	NRM	-	-	40	S		Inflicts no damage and has no effect
Spore	GRS	-	100	15	1		Causes Sleep condition
Steel Wing (TM 47)	STL	70	90	25	1	=	Has 10% chance of raising Defense 1 level
Stockpile	NRM	-	-	10	S		Stores power used to fuel Spit Up and Swallow; can use move 3 times
Stomp	NRM	65	100	20	1	=	Has 30% chance of causing Flinch; damage x2 if foe is using Minimize
Strength (HM 04)	NRM	80	100	15	1	=	No extra effect beyond damaging foe
String Shot	BUG	-	95	40	2		Lowers foe's Speed 1 level
Struggle	NRM	50	100	1	1	=	Damages foe but inflicts you with 1/4 damage; move opens to all that lose all PP for all moves
Stun Spore	GRS	-	75	30	1		Causes Paralyze condition
Submission	FTG	80	80	25	1	=	Damages foe but inflicts you with 1/4 damage
Substitute	NRM	-	-	10	S		Creates a battle decoy from 1/4 of your maximum HP
Sunny Day (TM11)	FIRE	-	-	5	S		Changes weather to sunny for 5 turns, which raises power of Fire-type moves
Super Fang	NRM	-	90	10	1	=	Slashes opponent's HP to half of its current total
Superpower	FTG	120	100	5	1	=	Inflicts a massive amount of damage but lowers your Attack and Defense 1 level
Supersonic	NRM	-	55	20	1		Causes foe to have Confuse status
Surf (HM 03)	WTR	95	100	15	2		No extra effect beyond damaging foe; damage x2 if foe is using Dive
Swagger	NRM	-	90	15	1		Causes foe to have Confuse status and causes it to hurt itself worse by raising its Attack 2 levels

BATTLE MOVES contd.

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Swallow	NRM	-	-	10	S		Restores HP by amount fueled by Stockpile power
Sweet Kiss	NRM	-	75	10	1		Causes foe to have Confuse status
Sweet Scent	NRM	-	100	20	2		Lowers foe's Evasiveness 1 level; draws wild Pokémon into the open in overworld
Swift	NRM	60	-	20	2		Will always strike foe successfully
Swords Dance	NRM	-	-	30	S		Raises Attack 2 levels
Synthesis	GRS	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Tackle	NRM	35	95	35	1	=	No extra effect beyond damaging foe
Tail Glow	BUG	-	100	20	S		Raises Sp. Attack 2 levels
Tail Whip	NRM	-	100	30	2		Lowers foe's Defense 1 level
Take Down	NRM	90	85	20	1	=	Damages foe but inflicts you with 1/4 damage
Taunt (TM 12)	DRK	-	100	20	1		Forces foe to use attack (not defensive) moves for current and next turn
Teeter Dance	NRM	-	100	20	3		Causes all Pokémon on field except you to have Confuse status
Teleport	PSY	-	-	20	S		Ends battle with wild Pokémon; teleports you to last visited Pokémon Center in overworld
Thief (TM 46)	DRK	40	100	10	1	=	Takes a foe's held item (if any)
Thrash	NRM	90	100	20	R	=	Repeats 2-3 turns; you'll get a Confuse status when attacks are completed
Thunder (TM 25)	ELC	120	70	10	1		Has 100% AC in rainy weather and 50% AC in sunny; has 30% chance of causing Paralyze
Thunder Wave	ELC	-	100	20	1		Causes Paralyze condition
Thunderbolt (TM 24)	ELC	95	100	15	1		Has 10% chance of causing Paralyze
Thunderpunch	ELC	75	100	15	1	=	Has 10% chance of causing Paralyze
Thundershock	ELC	40	100	30	1		Has 10% chance of causing Paralyze
Tickle	NRM	-	100	20	1	=	Lowers foe's Attack and Defense 1 level
Torment (TM 41)	DRK	-	100	15	1		Prevents foe from using the same move twice in a row
Toxic (TM 06)	PSN	-	85	10	1		Causes Poison condition; amount of poison damage increases each turn
Transform	NRM	-	-	10	1		Changes to same Pokémon as opponent with same attacks, all PP at 5
Tri Attack	NRM	80	100	10	1		Has 20% cause of causing one random condition: Freeze, Burn or Paralyze
Trick	PSY	-	100	10	1		Switches foe's held items with yours
Triple Kick	FTG	10	90	10	1	=	Attacks 3 times per turn, damage increases each time
Twineedle	BUG	25	100	20	1		Attacks 2 times per turn, has 20% chance of causing Poison
Twister	DRG	40	100	20	2		Has 20% chance of causing Flinch; inflicts double damage if foe is using Fly
Uproar	NRM	50	100	10	R		Repeats 2 to 5 turns; no Pokémon can inflict a Sleep condition during the uproar
Vicegrip	NRM	55	100	30	1	=	No extra effect beyond damaging foe
Vine Whip	GRS	35	100	10	1	=	No extra effect beyond damaging foe
Vital Throw	FTG	70	100	10	1	=	Causes you to strike 2nd but move will always strike foe successfully
Volt Tackle	ELC	120	100	15	1	=	Self-inflicts 1/3 of the damage
Water Gun	WTR	40	100	25	1		No extra effect beyond damaging foe
Water Pulse (TM 03)	WTR	60	100	20	1		Has 20% chance of causing Confuse
Water Sport	WTR	-	100	15	S		Lowers power of all Fire-type attacks while Pokémon is on field
Water Spout	WTR	150	100	5	2		Inflicts less damage if your HP is weaker
Waterfall (HM 07)	WTR	80	100	15	1	=	No extra effect beyond damaging foe
Weather Ball	NRM	50	100	10	1		Doubles damage for move types in specific weather (sunny=Fire; rain=Water; sandstorm=Rock)
Whirlpool	WTR	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed; damage x2 if foe is using Dive
Whirlwind	NRM	-	100	20	1		Ends battle with wild Pokémon; forces random foe switch in Trainer battle
Will-O-Wisp	FIRE	-	75	15	1		Causes Burn condition
Wing Attack	FLY	60	100	35	1	=	No extra effect beyond damaging foe
Wish	NRM	-	100	10	S		Restores half of max HP on next turn; effect transfers if you switch Pokémon for next turn
Withdraw	WTR	-	-	40	S		Raises Defense 1 level
Wrap	NRM	15	85	20	1	=	Damages foe for 2-5 turns; foe can't escape until completed
Yawn	NRM	-	100	10	1		Causes foe to get Sleep condition on next turn
Zap Cannon	ELC	100	50	5	1		Causes foe to have Paralyze status

Pokémon Index



An alphabetical index of Pokémon in Pokémon XD.

Counting evolutionary forms, there are 163 different Pokémon you can get in Pokémon XD! Here's where to find the details on each and every one of them.

The "Snag Location" field is applicable only to Shadow Pokémon. See the individual entries for information on where to acquire Pokémon that you catch in the wild, evolve or trade for.

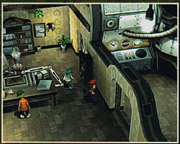
Step Out of the Shadows!

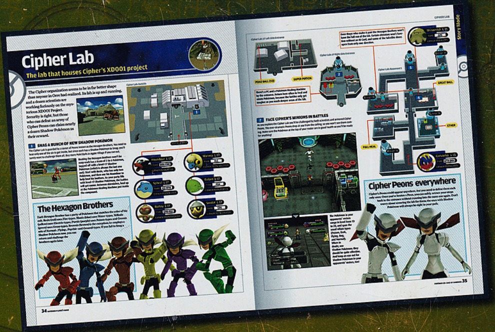
The criminal organization Cipher is using Shadow Pokémon to threaten the peace of Orre, and it's up to you to stop them! From tips for snagging Shadow Pokémon to surefire battle strategies, the Official Nintendo Player's Guide has everything you need to thwart their evil plans!



- **DETAILED WALK-THROUGH**—No matter where your travels take you, we have all the strategy you'll ever need.
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